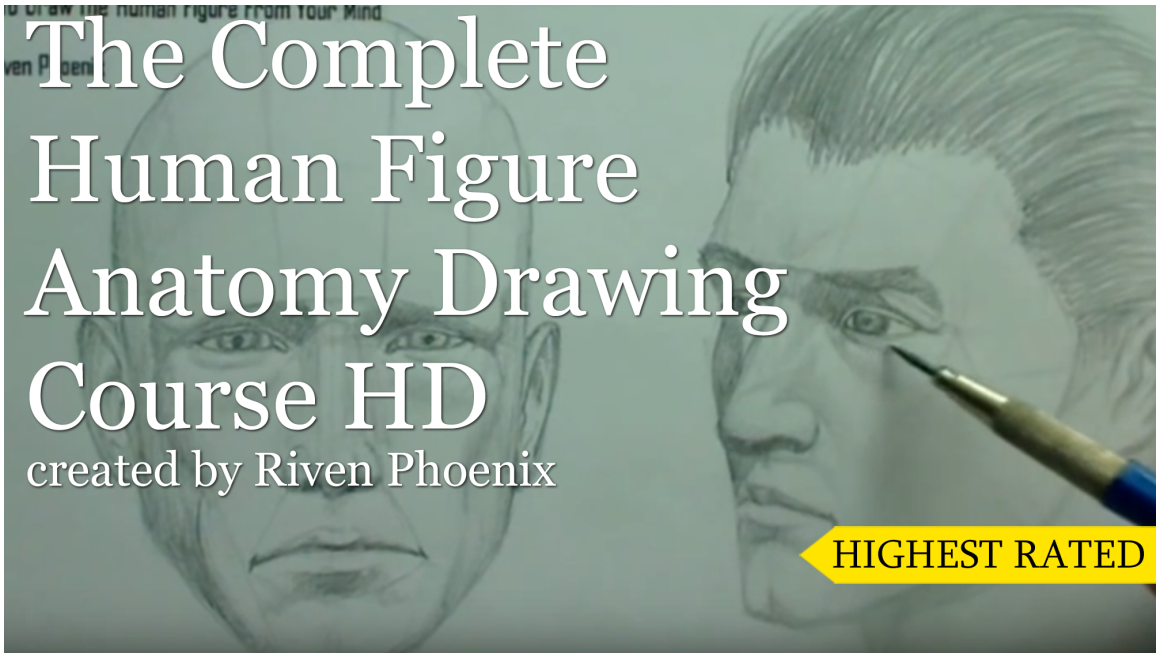

The Structure of Man

Learn to Draw the Human Figure From Your Mind with Riven Phoenix

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Figure Drawing Lesson 013 - The Journey to 3/4 view of Human Skull - Part 1

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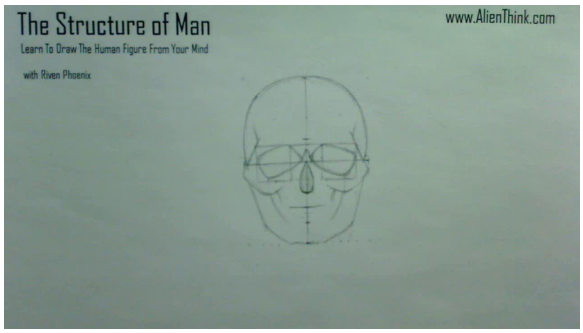
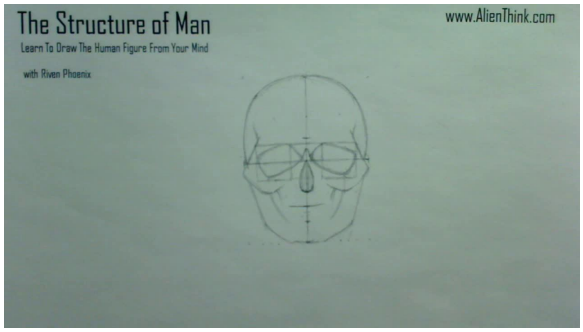
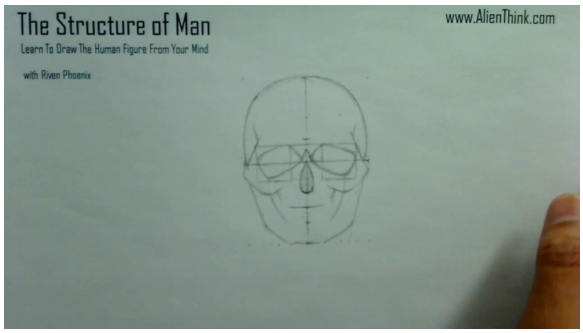
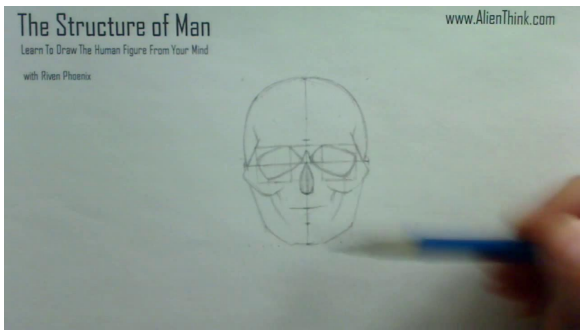
1		Hey guys, my name is Riven Phoenix and welcome to the structure of man learn to draw the
2		human figure from your mind training course.
3		Okay, so in the previous lesson we had looked at the formulas for the front view and they
4		were very simple and you should have mastered the front by now because it was very simple

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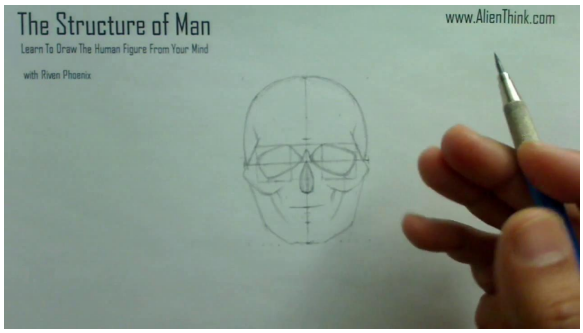
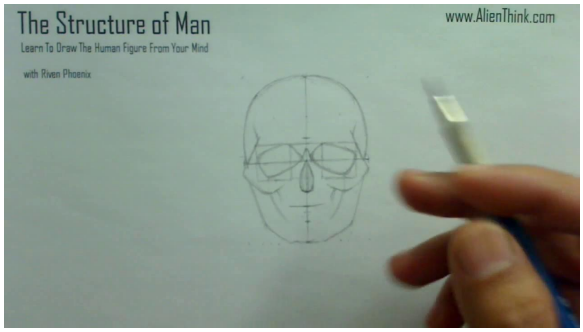
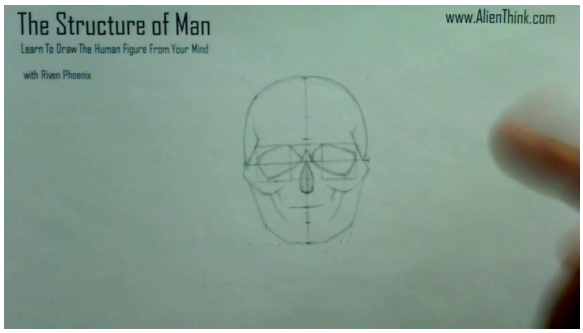
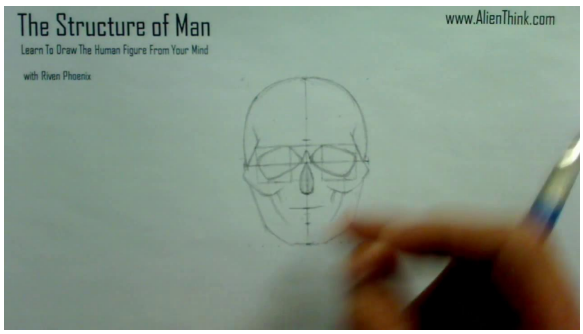
5		to understand.
6		So, so far in our journey of understanding the invention of the human sculpt that we
7		are creating, creating all the rules for ourselves, we understand how it looks from the side
8		and we also understand how it looks from the front.

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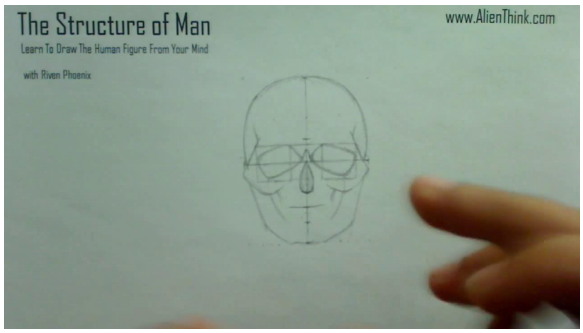
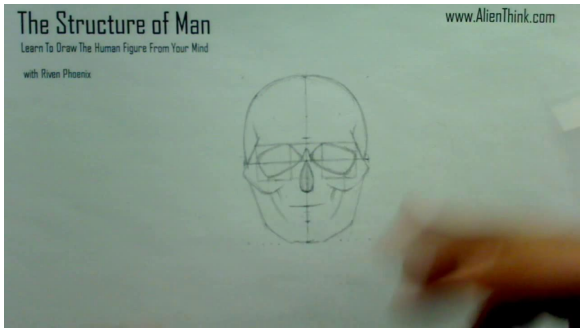
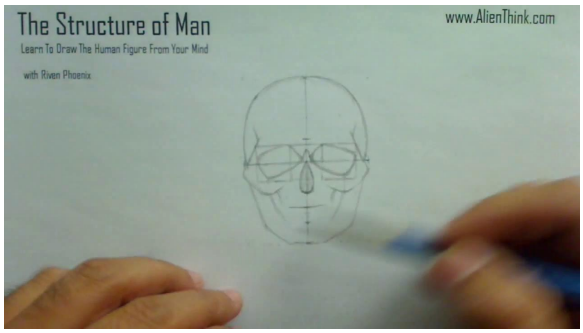
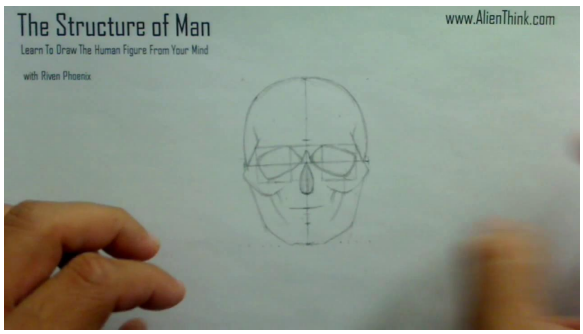
9		So what we're going to do now is something very fascinating in artistic thinking and
10		that is how to get the mind to understand your ideas into a 3D form, right, so to be able
11		to draw the human head, just free hand, we need to come up with a very simple formula
12		mechanism that will allow us to always draw out the human skull in any pose that we want

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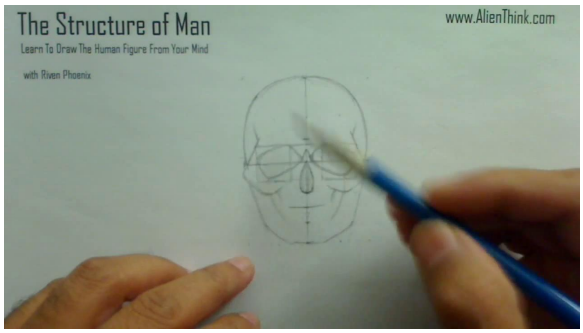
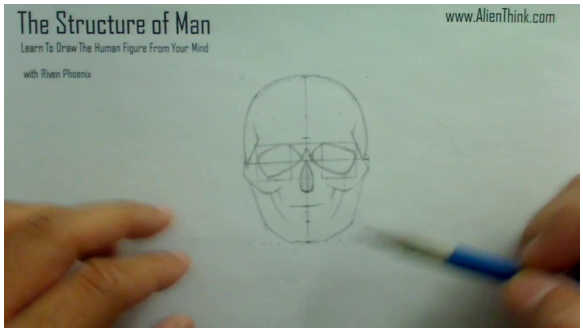
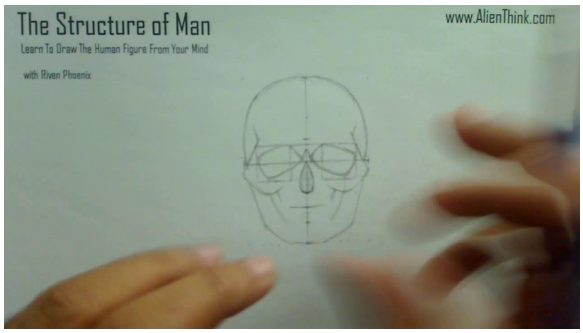
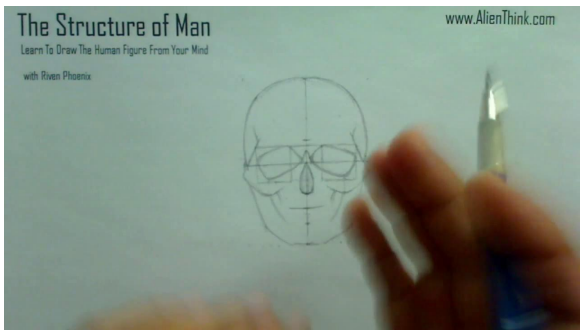
13		without using very complicated formulas, right, so here the formulas that I've shown you
14		are very simple anyways, right, but we're going to turn this into a 3D object so we can
15		draw it in any angle.
16		So to do that, we're going to use the power of these formulas and begin to see how we

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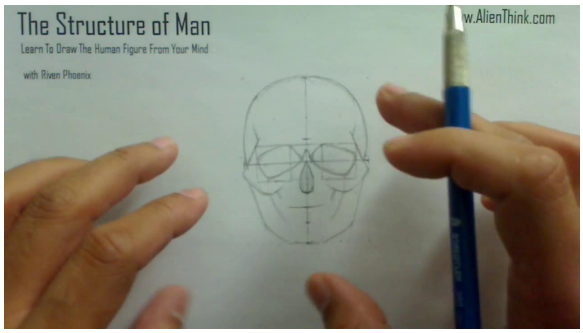
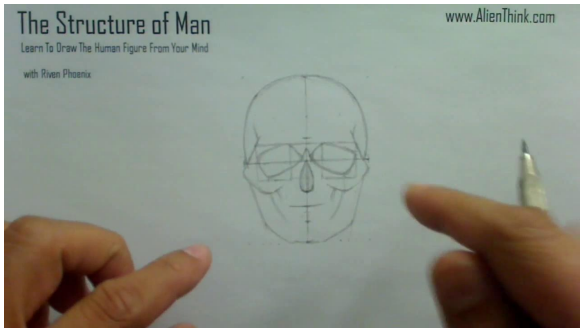
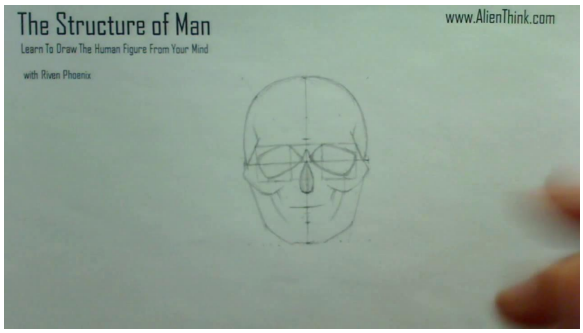
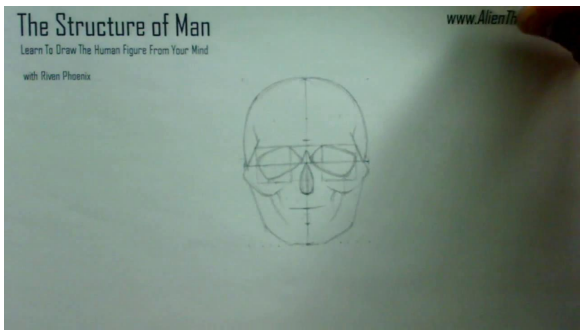
17		can, how to get the mind to go through this process of simplifying its concepts and going
18		through the investigation process where it will start to discover conceptual concepts,
19		the only we would know, right, these secret understandings.
20		So to do this, what we need to do is put the side view in the front view side by side

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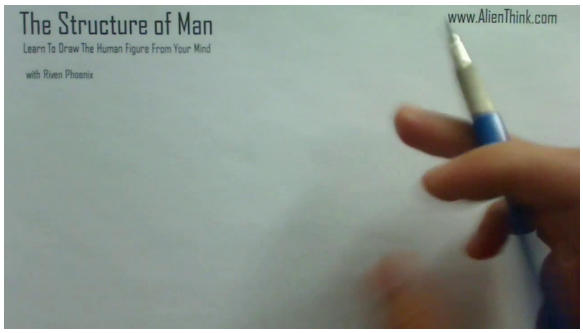
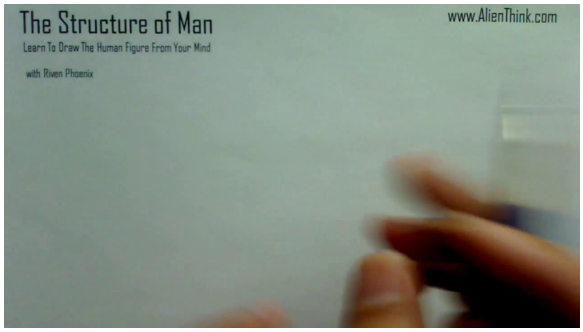
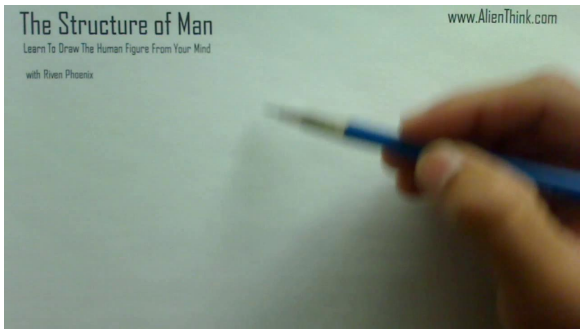
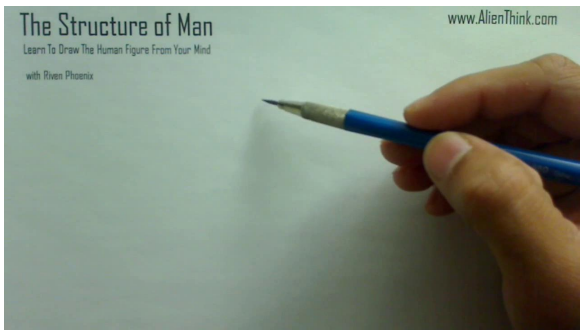
21		and look at all the stuff that we've been doing as to how everything compares to other
22		and from within it, we will discover a very fascinating aspect of drawing out the human
23		head.
24		So to do this, what we want to do is draw the side view of the human head, so here I'm

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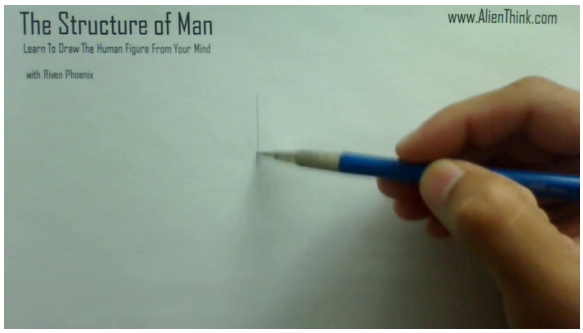
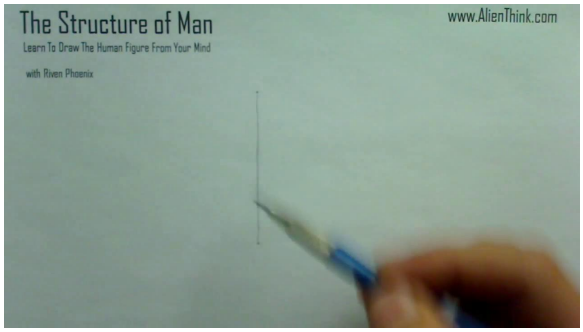
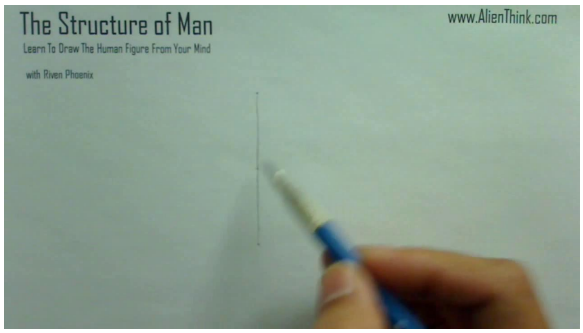
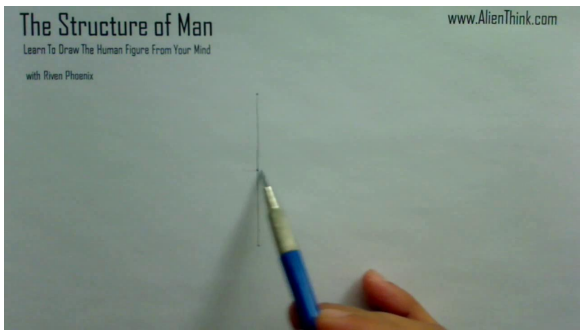
25		just going to go down this way here in this direction and just draw it out like this.
26		So in this exercise, I want you to be as accurate as possible because this is going to be
27		a big deal here to be as accurate as possible, right, and if we find that you're a little
28		off, it's okay as long as you understand the concept.

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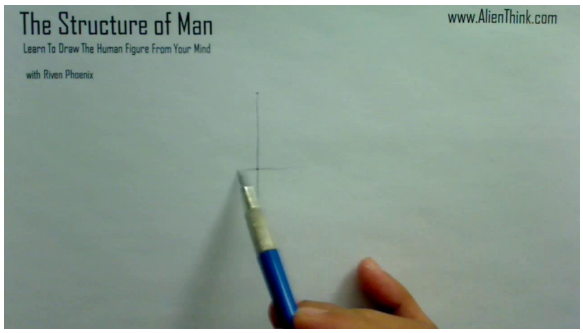
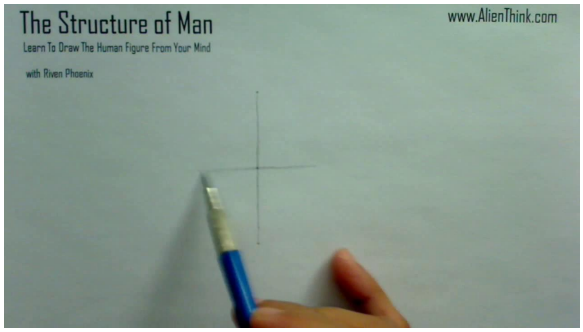
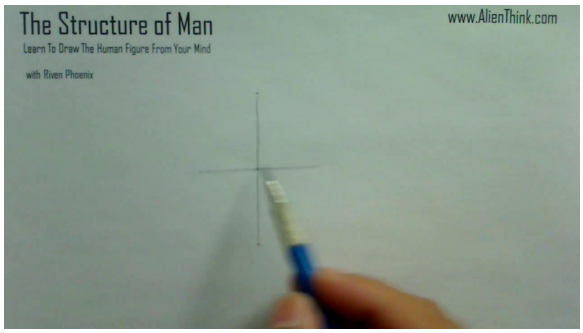
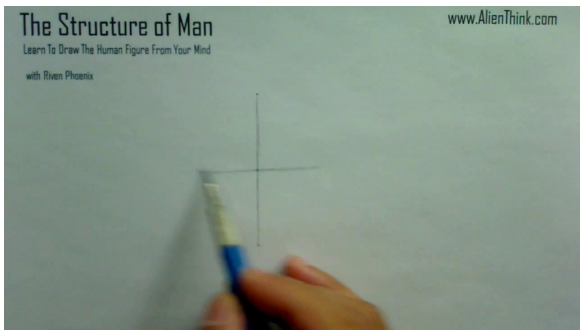
29		So here I'm just going to draw the side view, I'm going to make sure that this is a nice
30		plus sign over here, just like this over here, right, and just do everything freehand
31		over here.
32		Okay, once I have this, I'm going to make sure, first of all, to measure this, and make

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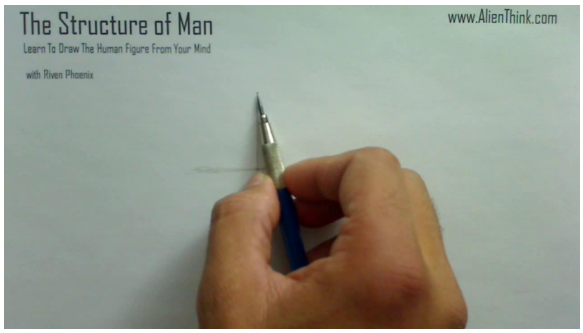
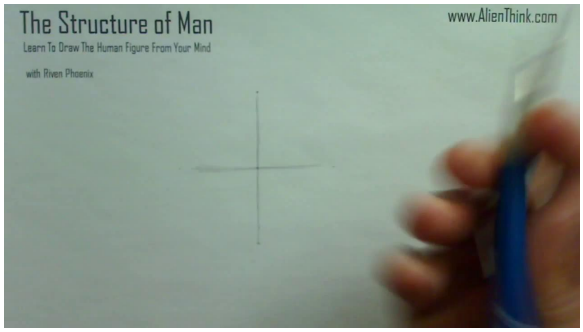
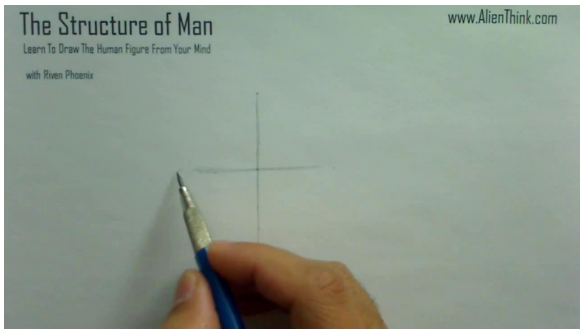
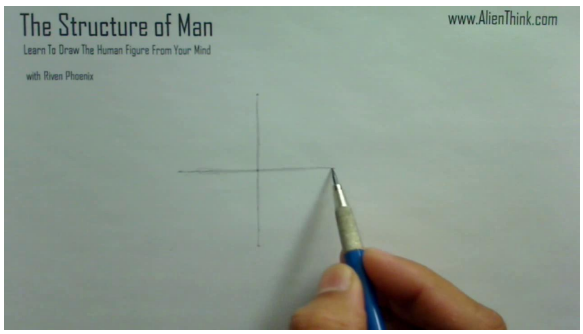
33		sure that I got this right and then translate that over here to here and translate that
34		over here to here.
35		So basically I can stretch it a little bit to the left like this and do the same thing,
36		stretch it a little bit to the right.

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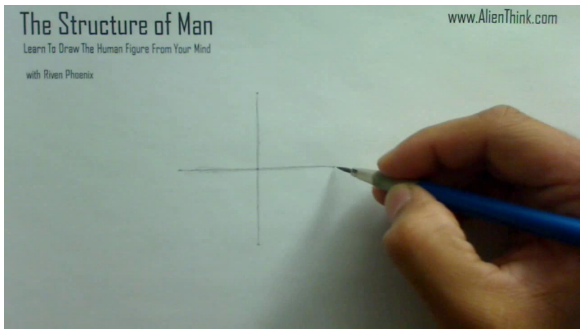
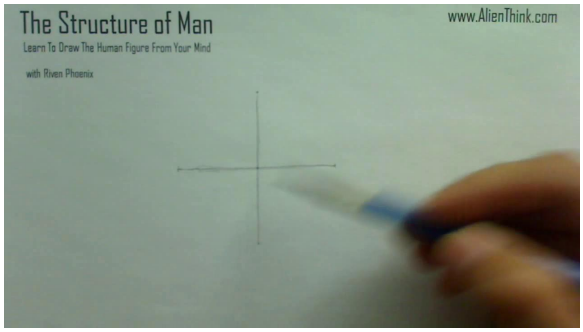
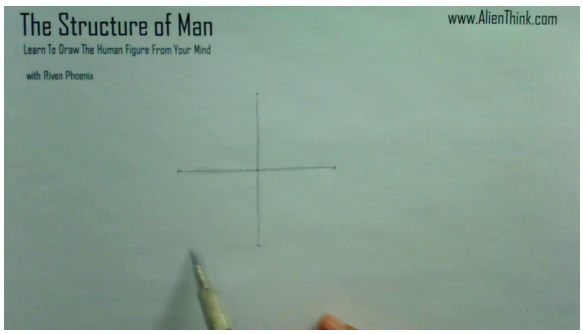
37		Okay, okay, so here we've got the secret formula that we've been working with.
38		So here for this formula, what we want to do is we need to actually create the grid again.
39		This is going to be an important step.
40		Also you'll see why that is in a little bit, right, we said that we don't have to really

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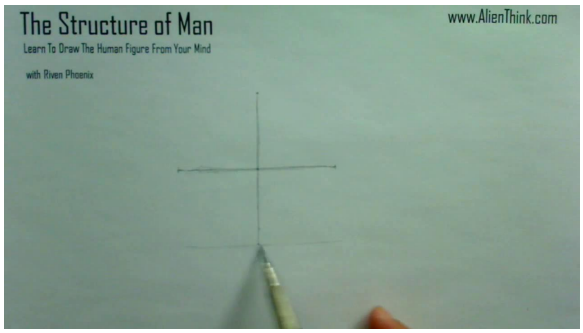
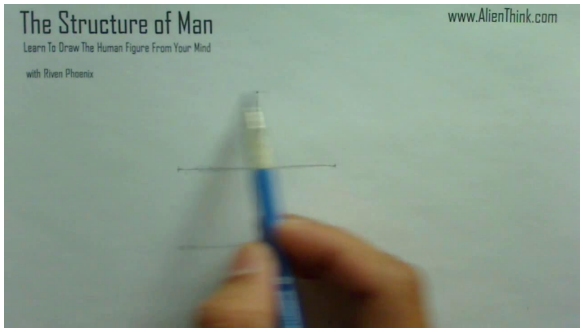
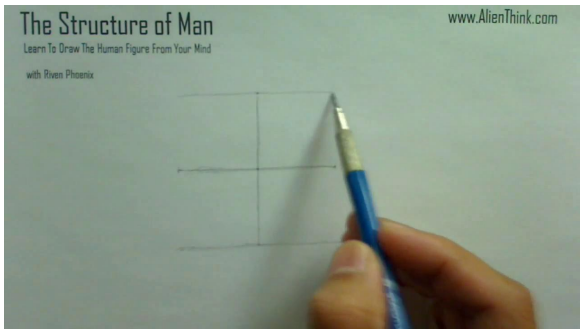
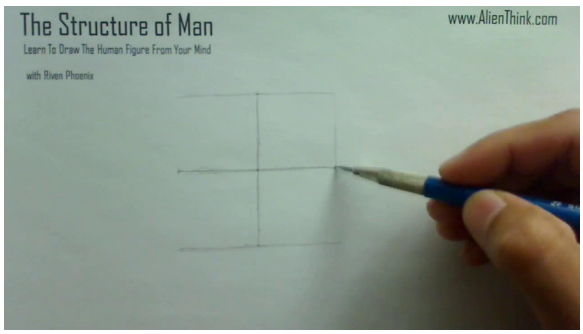
41		do this, but in this step we kind of do, we have to bring that out or grid back so we
42		can make sure that we're doing everything accurately as possible, because this is really
43		just like a discovery process phase that we're going through.
44		Okay, and then this over here and be just like this, right, so this gives me like the

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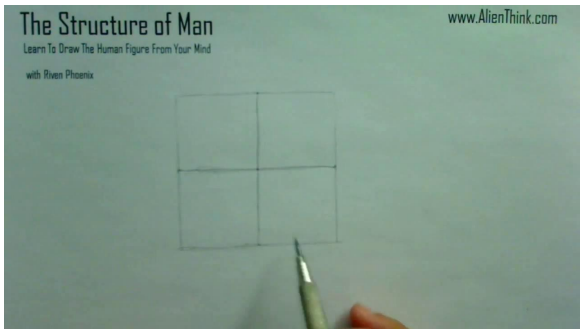
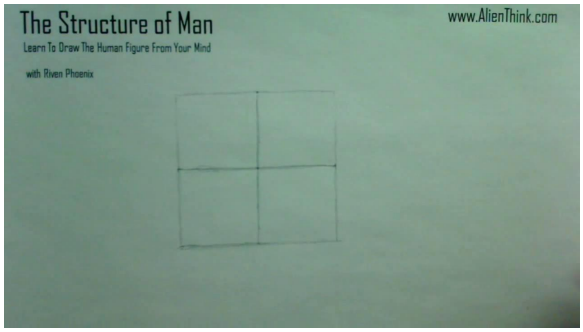
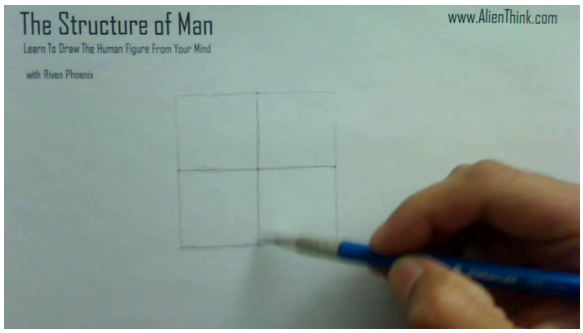
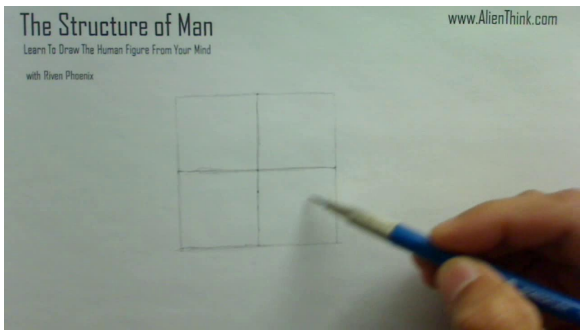
45		grid that I want to work with over here.
46		Okay, so to draw out the skull from the side, it was very easy.
47		From here to here, I divide this in half, go up, I get the line for the jaw, from here
48		to here.

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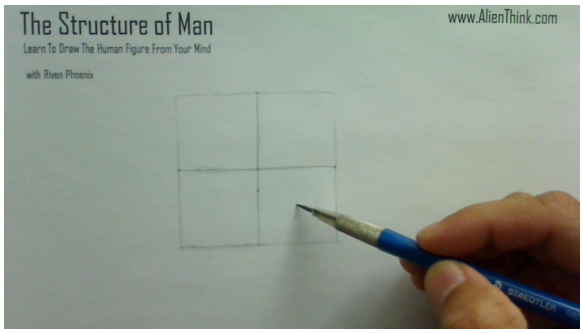
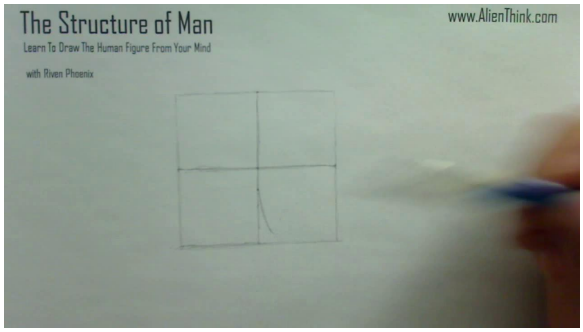
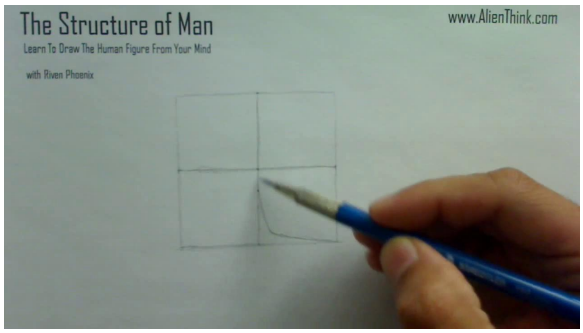
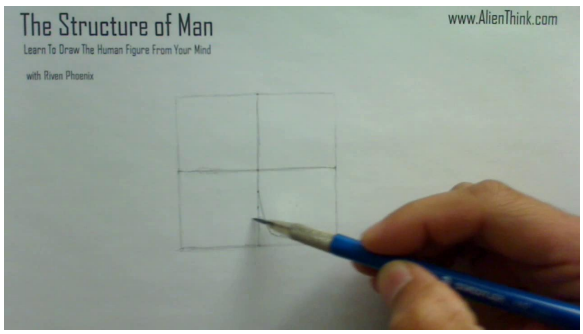
49		I should really just divide this in half, divide, divide, I get the line here to define the
50		jaw at the angle, and I'm just going to come down over here like this, right, very simple.
51		Once I already had this in the middle point, I'm going to divide down, divide up, I'm going
52		to get the bottom of the skull over here.

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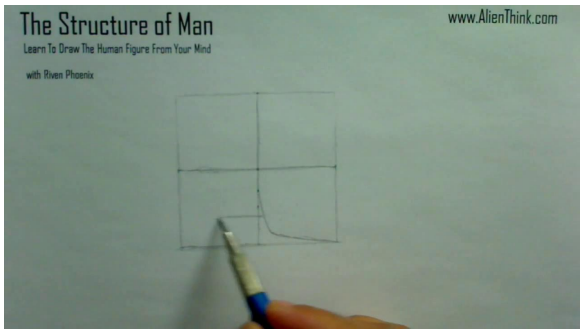
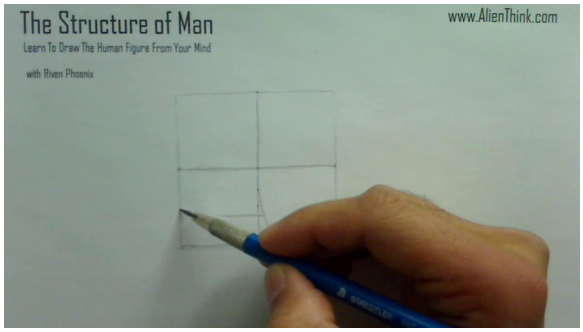
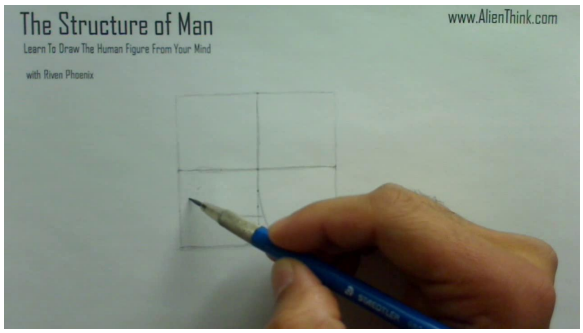
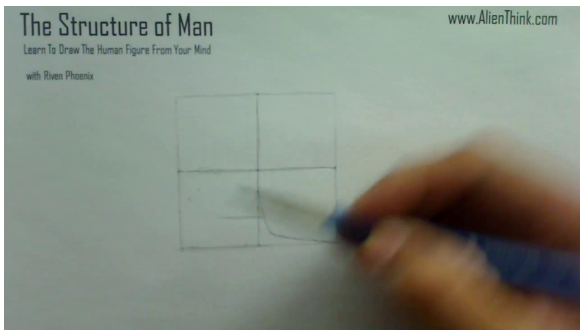
53		I'm going to halfway, then I just need to find the center of this, I need to find the
54		center of this, make a line over here, and then maybe basically divide this and then
55		divide this.
56		I get the point where I'm supposed to start to curve and I'm going to get that skull.

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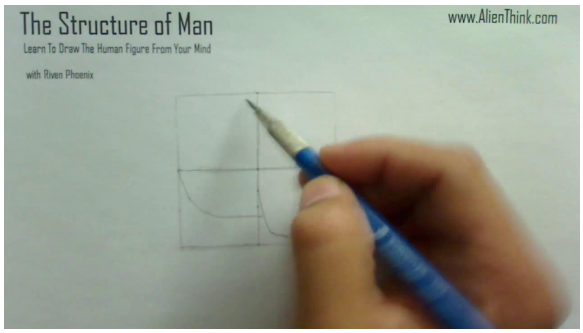
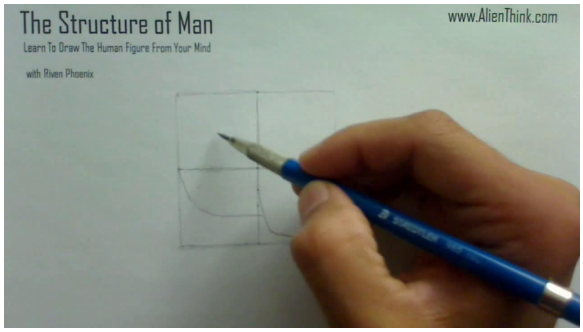
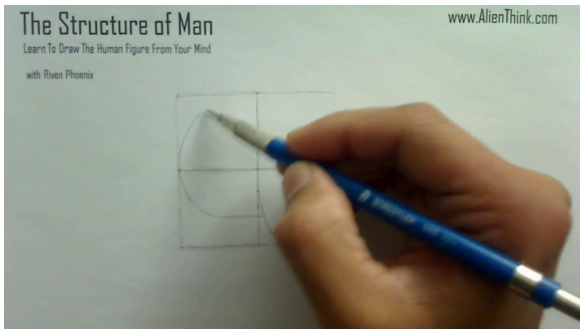
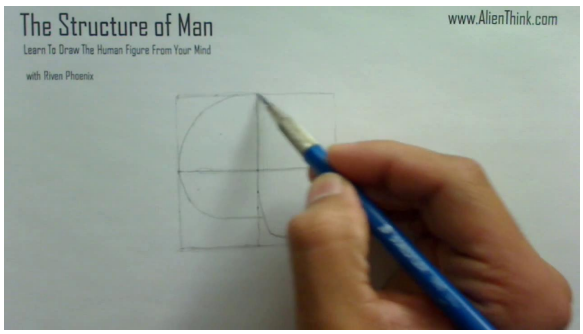
57		Over here, again, it was very simple concept over here, I'm going to divide this from here
58		to here in half, just eyeball it, and over here, I'm going to get that line again for
59		the skull, and I know from here to here, it's going to just come here and it's going to
60		flat by over here, from here to here, if I divide this in half here, it's going to flat

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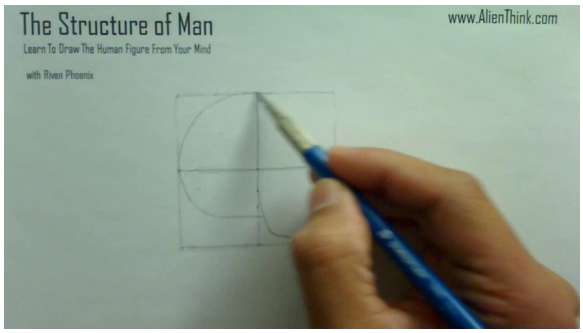
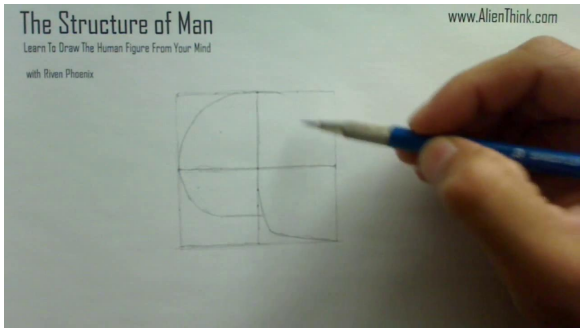
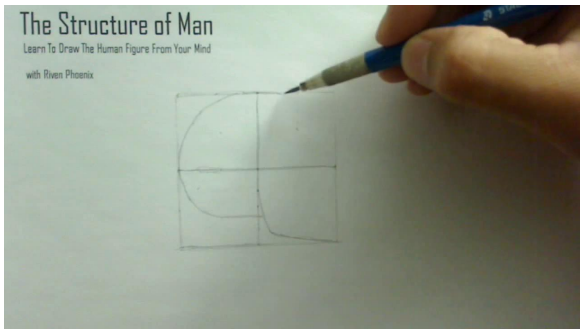
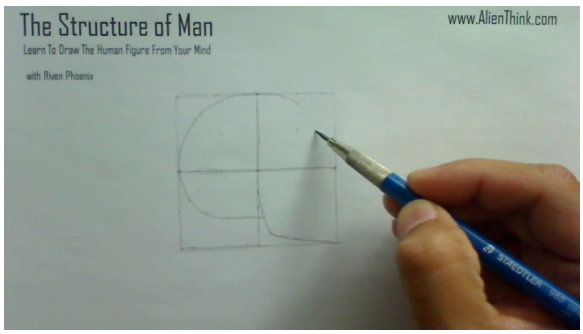
61		line all the way from here and it's going to start to curve.
62		Then just find the center of this box here really over here, if I go here and up, I know
63		that I'm going to be supposed to touch this line and start to curve down from here to
64		here, I'm going to just start to curve down in this way and keep going until I get from

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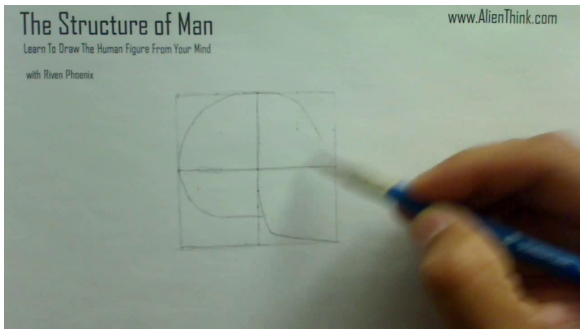
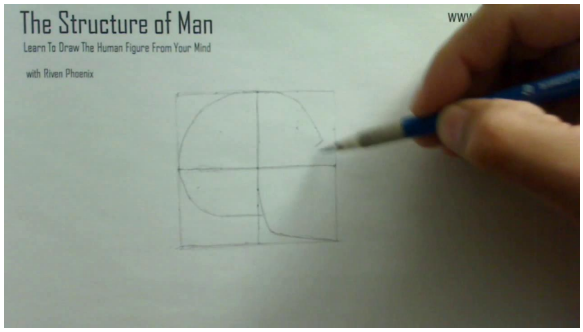
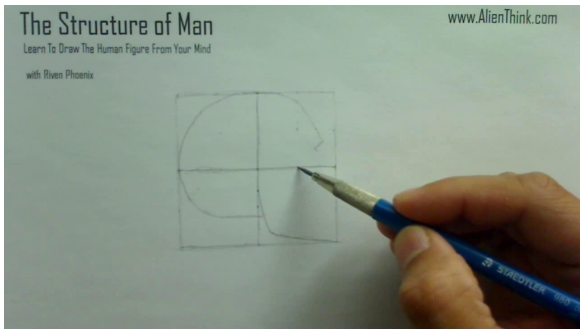
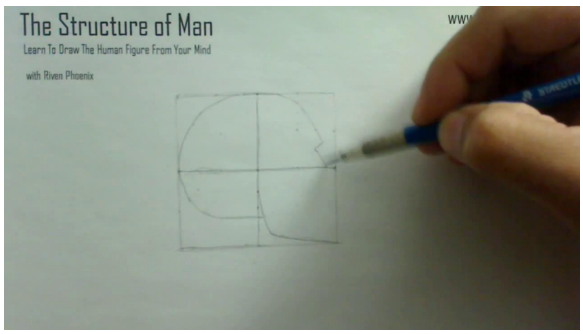
65		here to here, I get that junction over here, it's going to hit, and where this is from
66		here to here, I'm going to get that turn, and that turn has to come over here somewhere,
67		right, so it's from here to here, if you divide this and have, divide this, you're going
68		to get it over here, and that's basically it, that gives us the skull, and we know from

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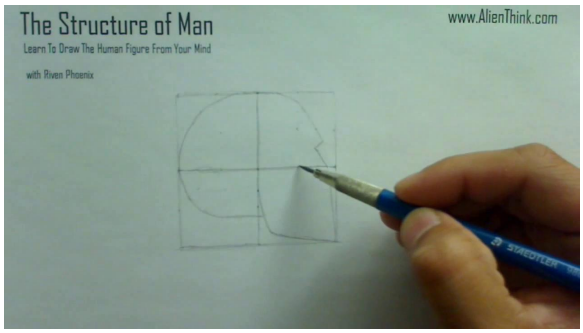
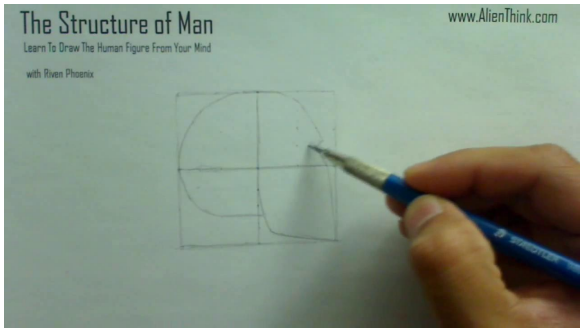
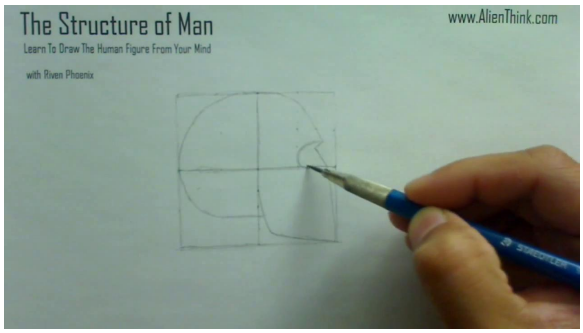
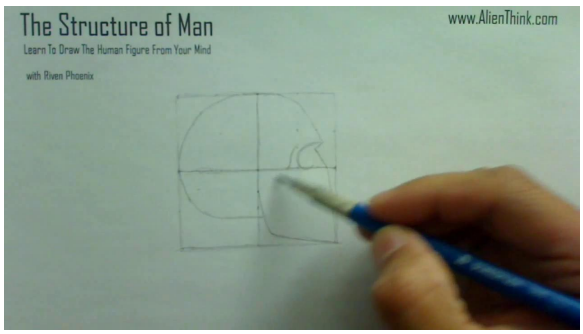
69		the eye socket, it's very simple, as long as you know the middle of this, you just need
70		to curve it from here like this, and just come like this, this is where the eye socket
71		is going to be, once we have this, we can just define the bones structure like this,
72		from here we're going to connect it over here, so this is the middle of this coordinate

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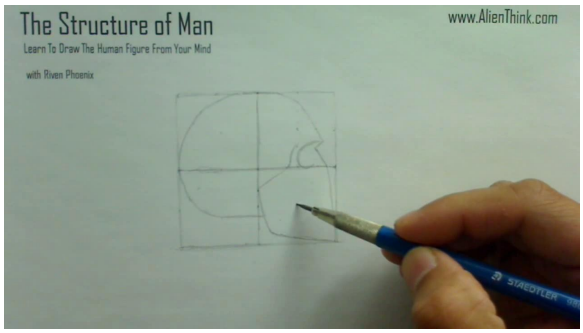
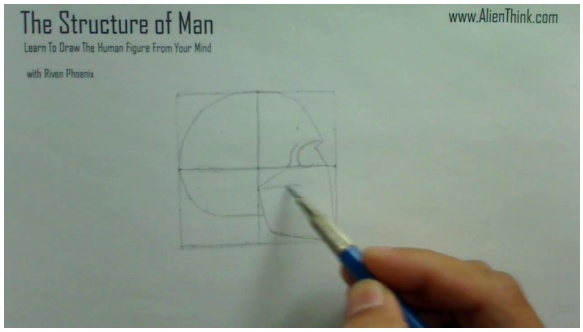
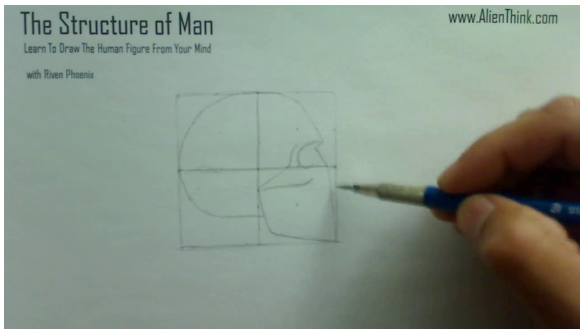
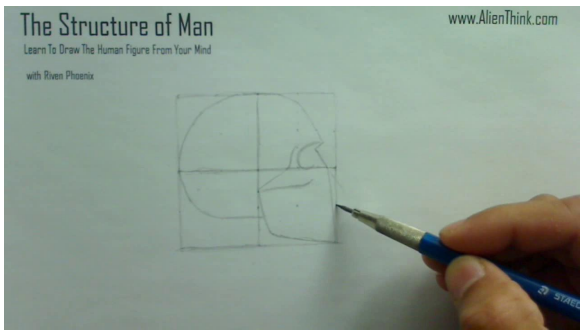
73		over here, when I divide up, I know that the cheek is really going to be going like this
74		over here, and we said that we can just curve it up like this, okay, and over here we
75		know that the line for the nose is kind of like this over here, so if we divide this
76		in half and go up, we know that the line from here to here is supposed to join, we'll

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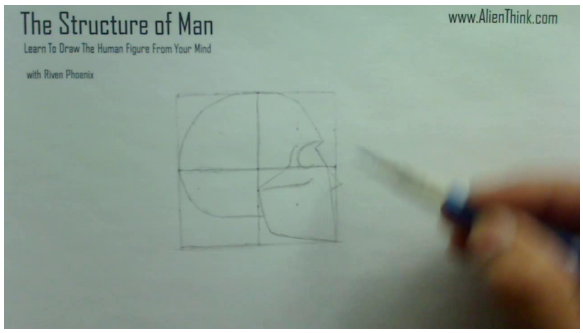
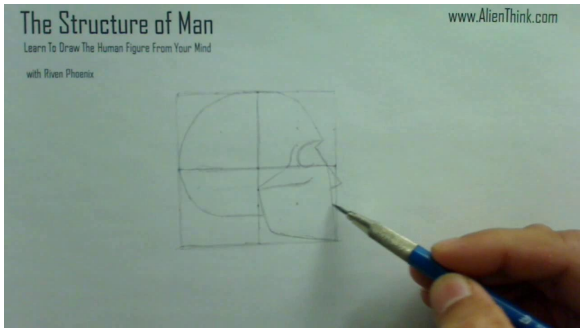
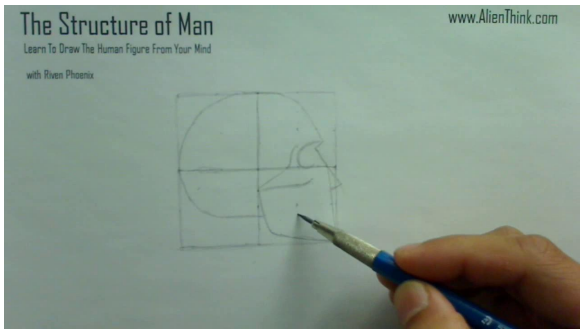
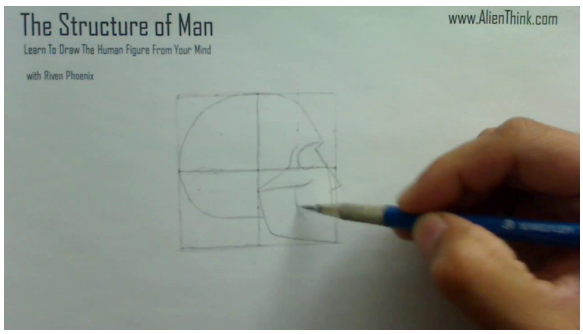
77		just know that that's basically where the nose is supposed to be, and then where this
78		middle is, we know that this is where the mouth is supposed to be, and from here to here,
79		if I go up, I'll get the line for the mouth, and where this line is, I can just get the
80		jaw over here, right, and from this section here, I'm just going to go up, so meaning

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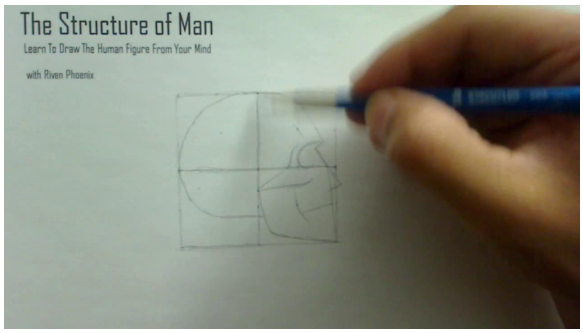
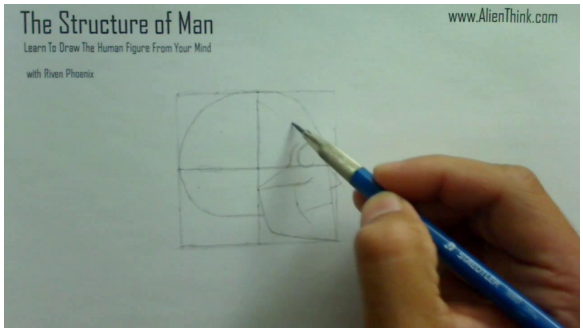
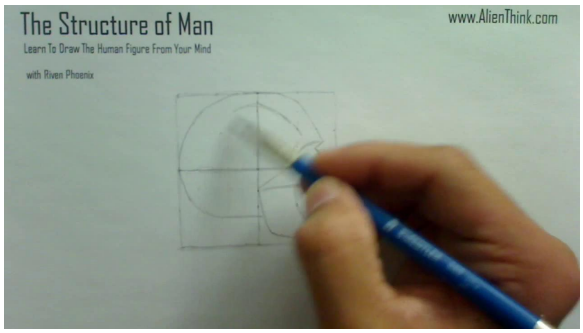
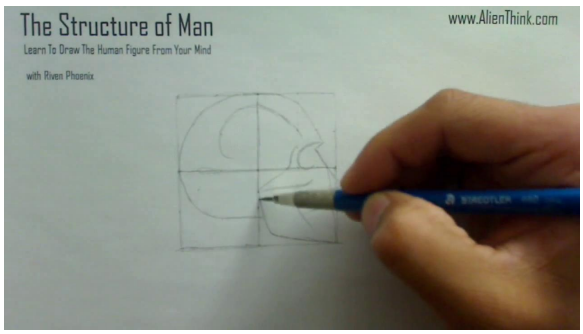
81		that, I mean I already know it's going to be here, here, here, so I can just eyeball it,
82		so here I'm just going to go like this, make it look like a nice curve, and this is
83		the middle of this coordinate, I'm just going to switch around, come here, the last thing
84		is the ear, just go here, from here to here, we had divided this in half and go here,

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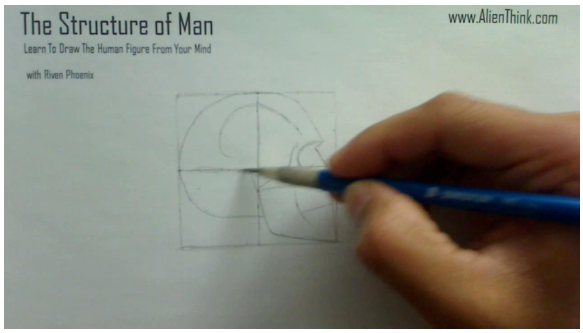
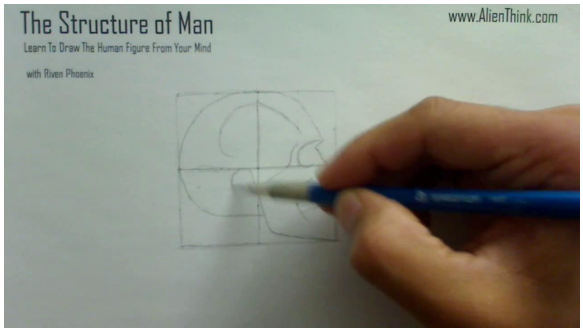
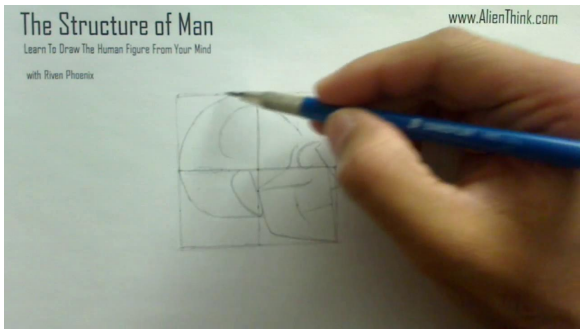
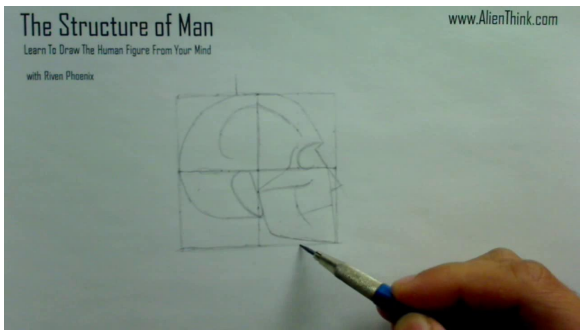
85		you can just come this way, as long as this circle comes close to this, what the point
86		is of this, and we just make the placement for the ear, right, so now we need to find the
87		axis, which is here, here, here, I'm going to get this axis here, from here, I'm going
88		to divide this in half, over here, I get the axis, so now I'm going to draw out the

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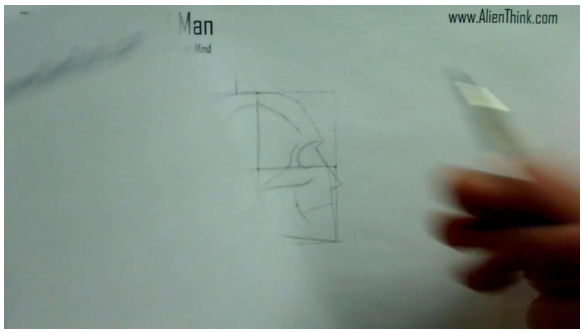
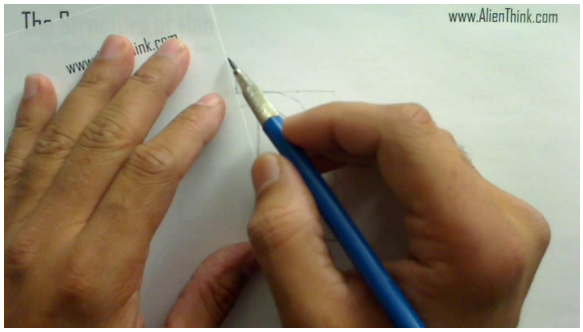
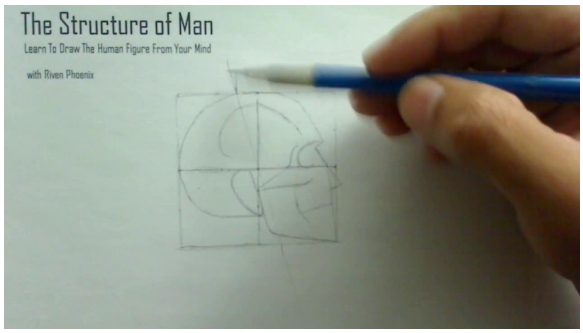
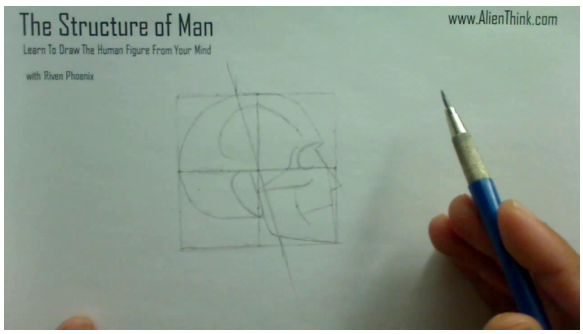
89		axis, over here, just like this, and for this I'm going to use a paper, right, because
90		it's easy to draw hairs down through vertical lines, or freehand, when you're drawing
91		like this, it's better to just use like a ruler, right, so this is my axis, over here,
92		and so we now we know that we have to turn this page like this, so we're looking at it

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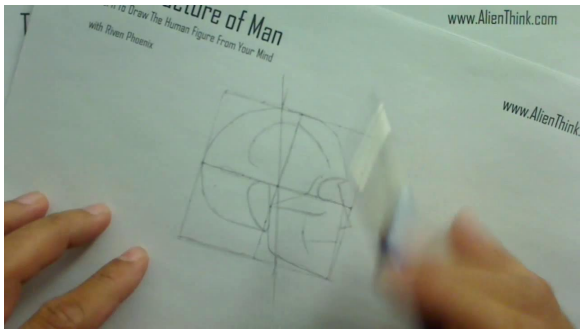
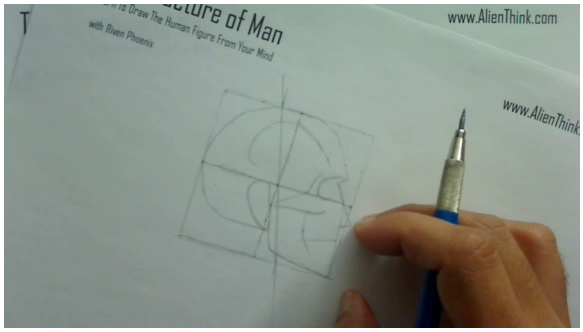
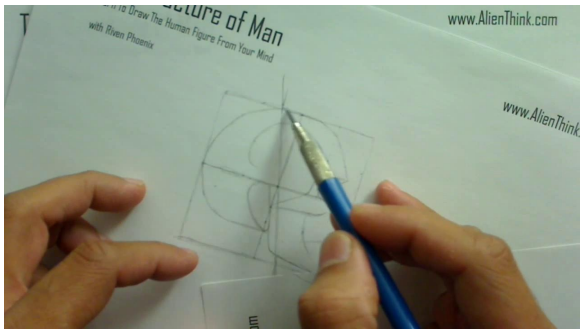
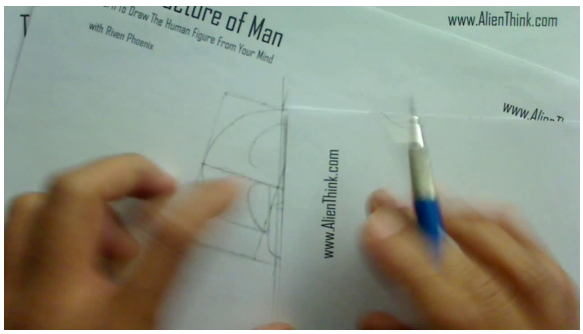
93		on the axis, and this is how the human skull actually has to fix, so to fix this, what
94		we have to do is now, I'm just going to take this paper, see where this top is over
95		here, we're going to make a right angle, I'm going to line up this edge of the paper
96		against this axis over here, make sure I got it right, on that point, make sure I do

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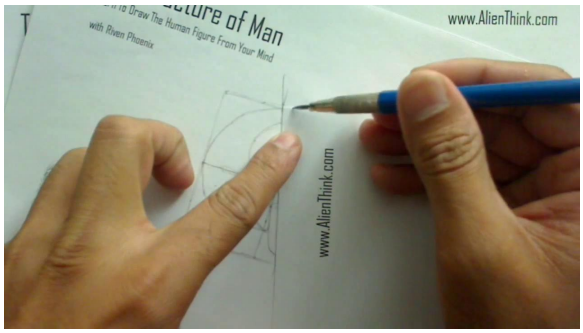
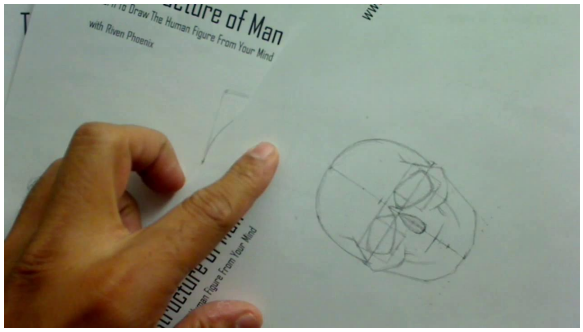
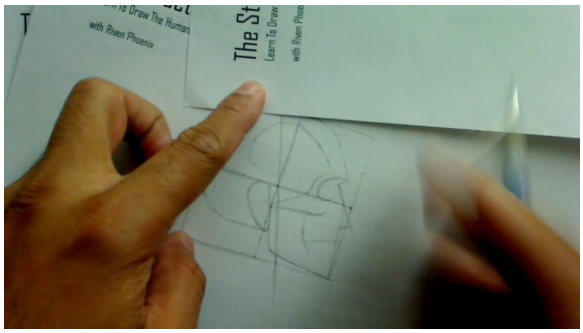
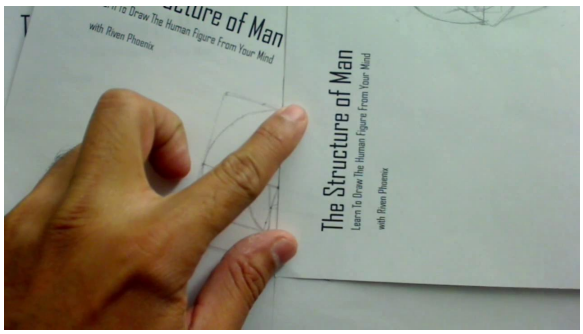
97		this right, and I'm just going to pull a line all the way like this, I'm going to do
98		the same thing on this end over here, see the bottom of the chin, it's going to be an
99		axis over here, so this thing, just going to be, make sure it's lined up correctly, bring
100		it all down, and just make a line over here, pull it all the way, just like this, right,

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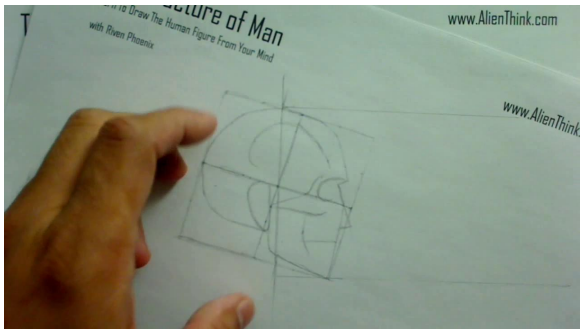
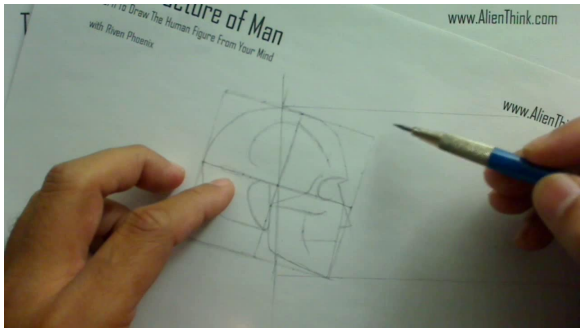
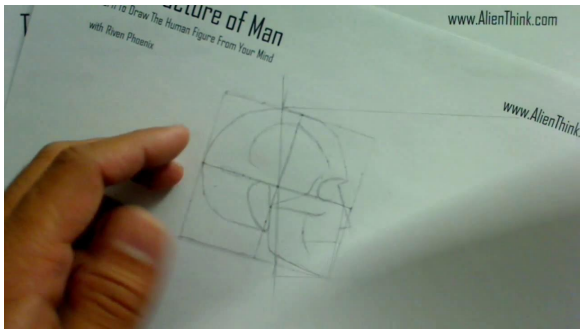
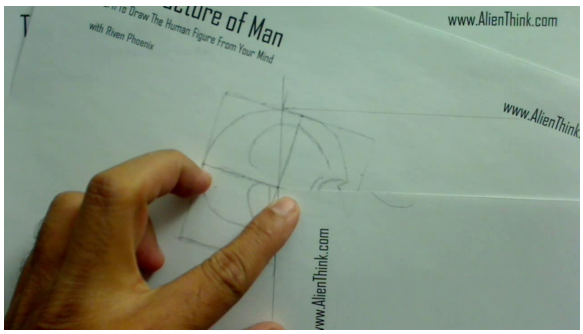
101		so this is where the lines are going to be following, so now we know that all we have
102		to do is really divide this line in half, right, so it's going to be half of this, so
103		basically all this is that, from here to here, I'm just going to make sure that this is
104		in the, pretty much in the center, and just pull a line like this, right, okay, so you

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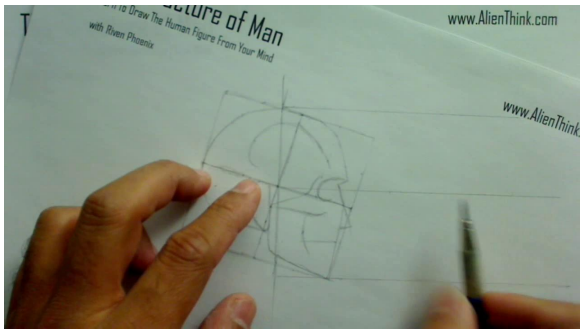
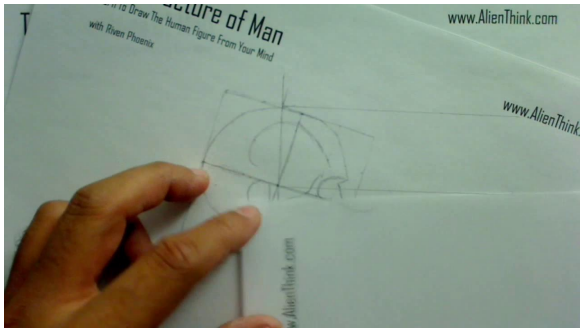
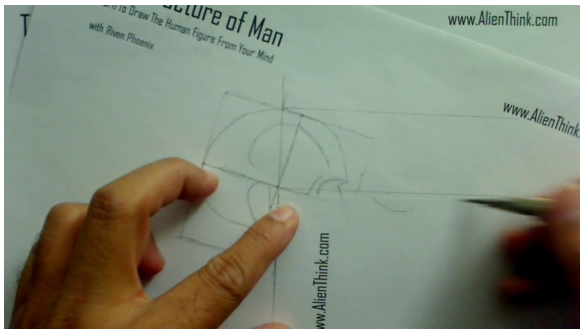
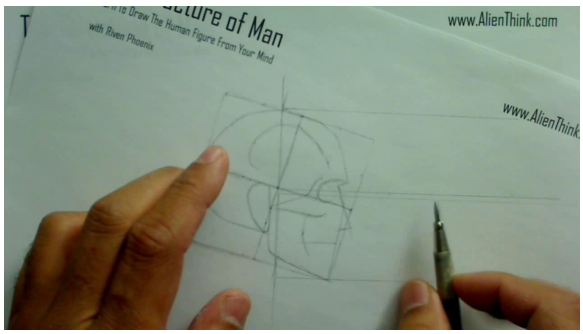
105		can just check this if you did this right, if you didn't, you might need to adjust this,
106		so here I'm just going to pull this just a little bit down, so I'm on an angle here,
107		right, so I'm going to pull this line just a little down over here, so it becomes in the
108		middle, here, in here, perfect, right, in here we can just get rid of this line, over here,

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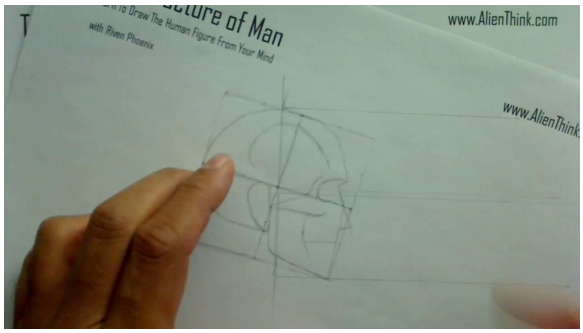
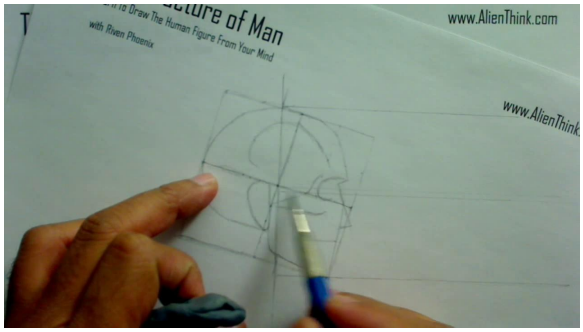
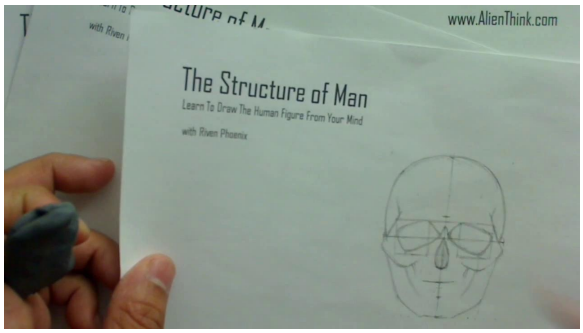
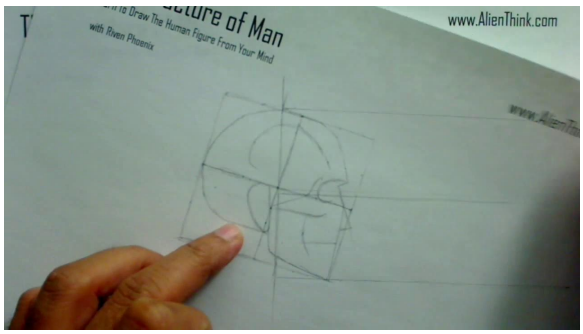
109		okay, so once we've done this, right, what this is is, this is the line for where the
110		I line is going to be over here, okay, so now what we're going to do is take these formulas,
111		the front formulas and put them on this line and just compare the features and see what's
112		really going on here, okay, so if I, let me make sure it's straight over here, so if I

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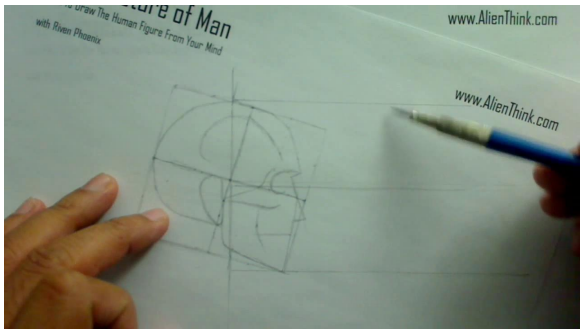
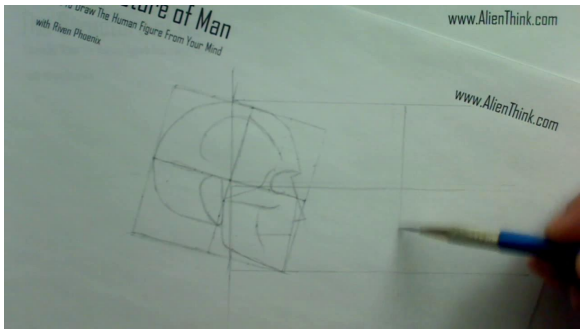
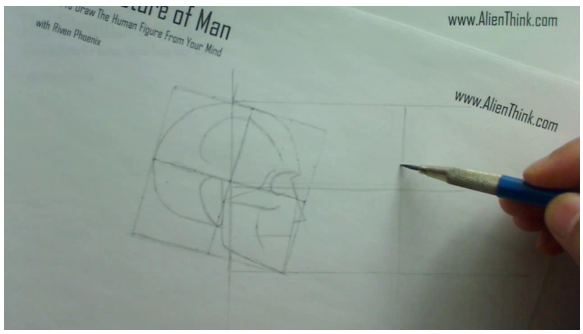
113		now take a line down, actually I'm going to pull that line from here, I want to make sure
114		that this is correct, okay, so I pull this line down, this is the height for my head from
115		the front here, okay, so our rule was that when we divide this in half and divide down,
116		we're going to get the area for the brow area over here, right, and then from here, if we

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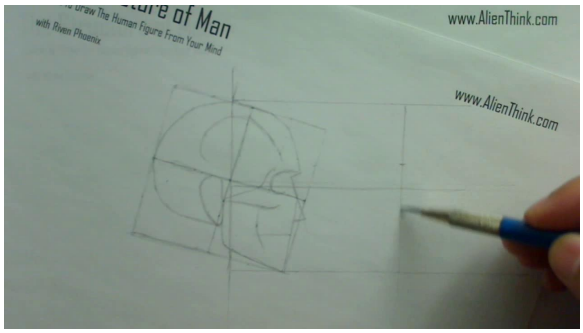
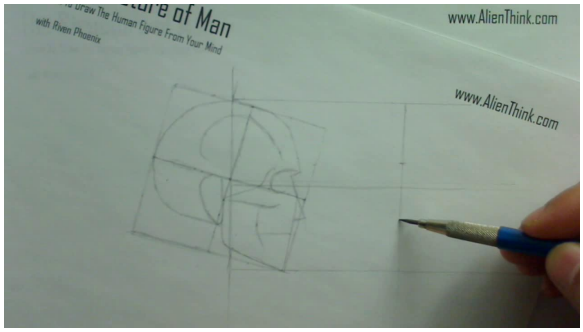
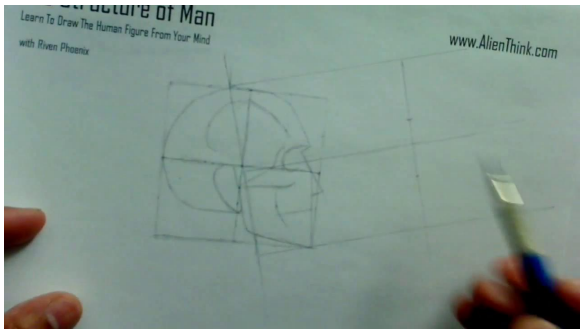
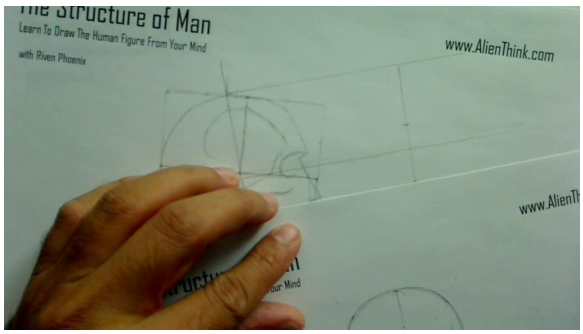
117		look at this whole line, we can just mark the center of this and say this line here, we've marked
118		the center, we know that this is going to be the bottom of the nose, okay, so if we look at this,
119		I'm going to have to stretch these lines out to make sure it all makes sense to you here, so if I
120		stretch, now again, it's all about approximation here, right, you don't have to be perfect as long

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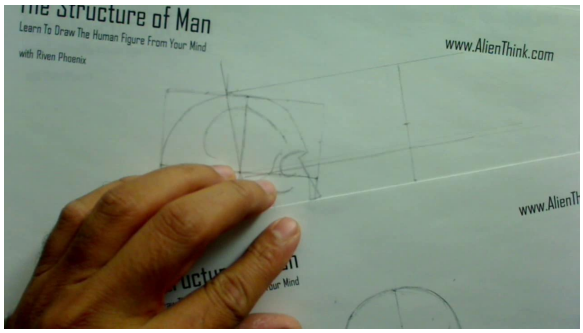
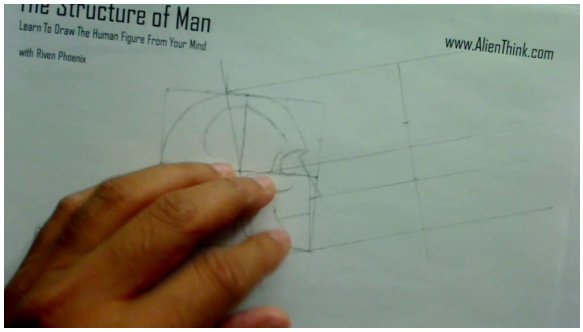
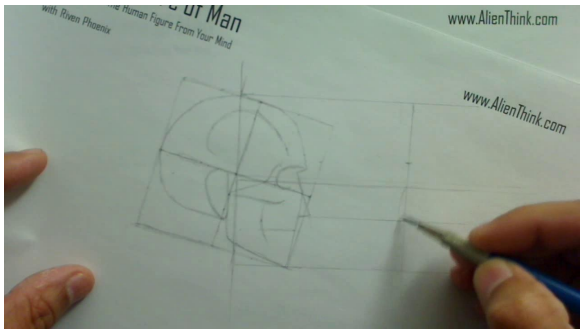
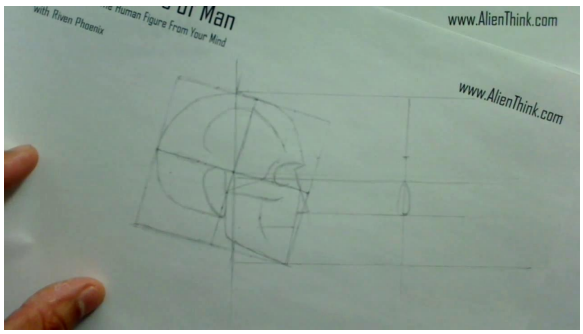
121		as you understand the concept, so if I stretch a line from the bottom of the nose over here, you'll
122		see that because we have to tilt this, that this is now making perfect sense, right, so here was the
123		design for the opening of the nose over here, just like this, okay, so we've got the brow over here,
124		so if I stretch a line for the brow, I can see okay, where does it exactly hit on this idea over

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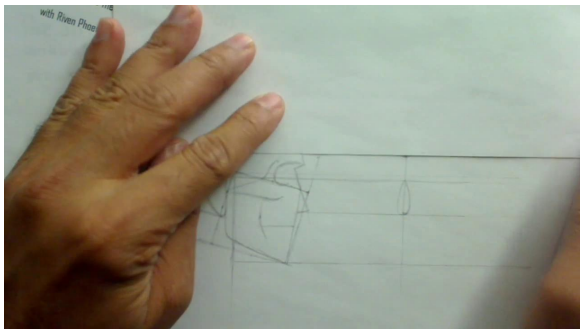
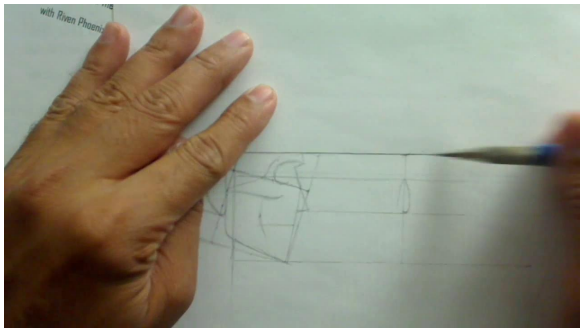
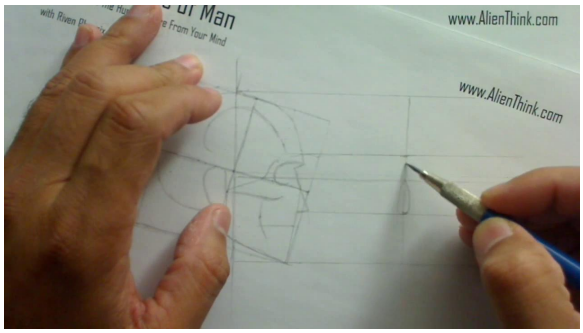
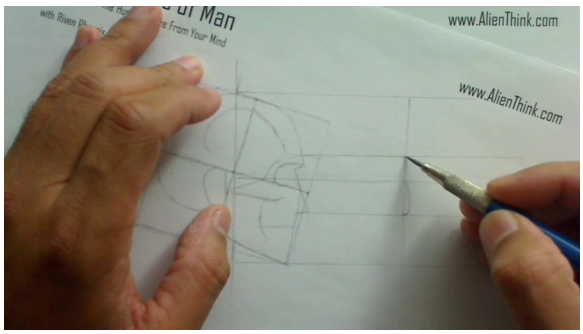
125		here, right, so if I look at this and now stretch this line here hitting the brow area over here,
126		I want to look at this and see what happens, so now you see that there's a curve over here, so you
127		will know in your mind that when you're drawing this in through you that there's a curve over here,
128		right, so our concept was that all you have to do is divide this in half over here, so if we now

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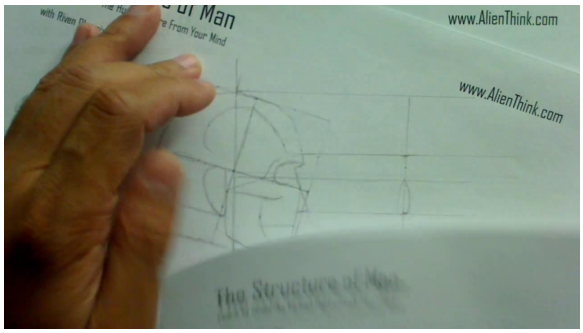
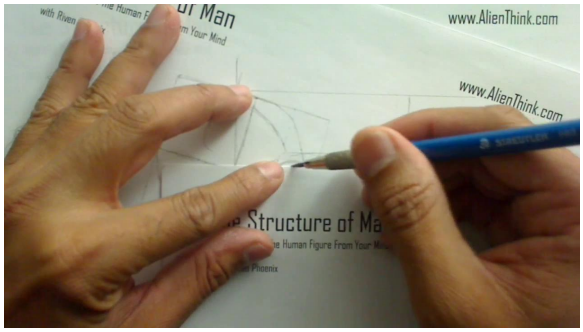
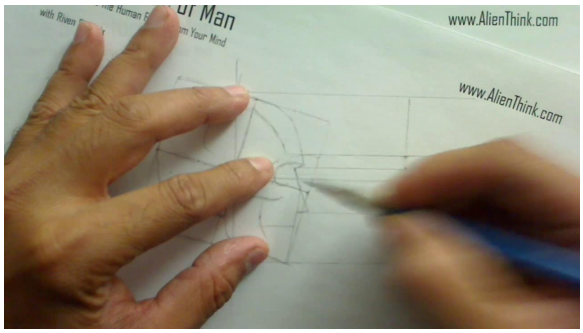
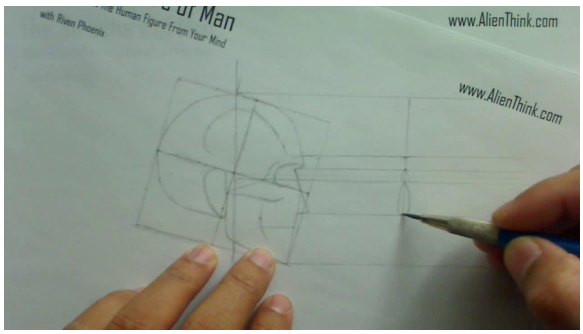
129		stretch this line from here to here, you'll see that the reasoning behind this was because it's just
130		going to end up being this junction over here, this bone structure for the nose area, this is like
131		this bone coming down over here, like so, okay, so once and then we just did this, right, so in the
132		original idea that we did, we just filled in this nose just like this, right, so we can see here

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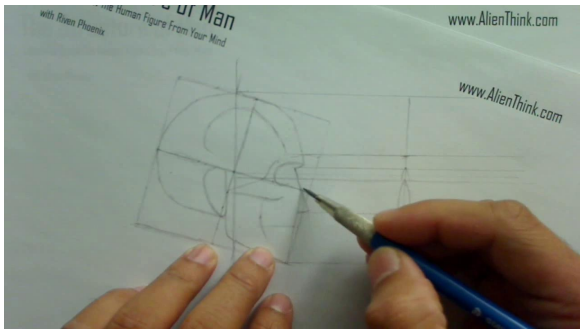
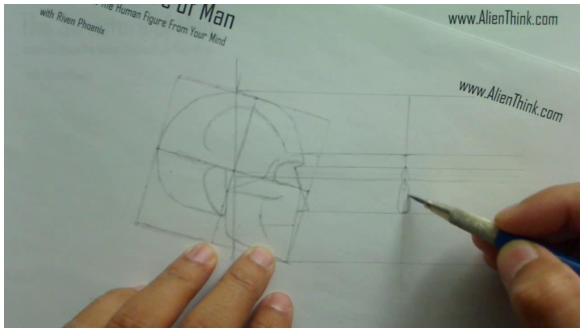
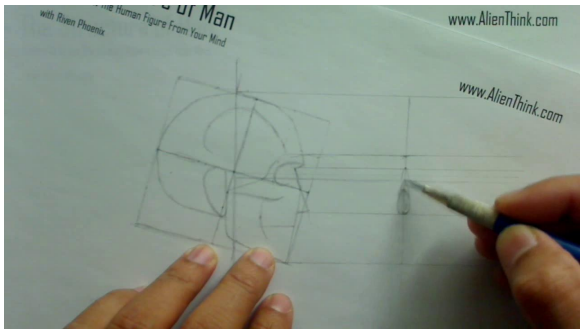
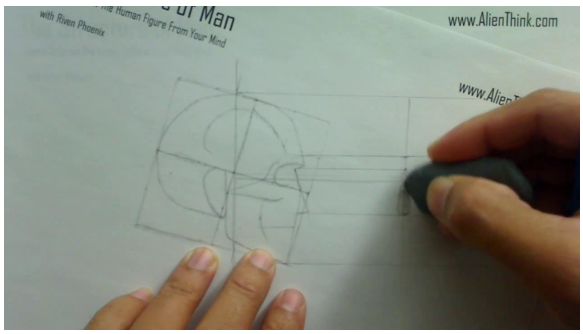
133		that over here the bone actually comes down a little more here, so for the future what we'll do
134		is we'll just stretch it like this, right, we'll make it a little more smaller for the skull, this
135		will give us much more room for the bone for the nose, right, and this is where we're just
136		adjusting this formula because we're going through a discovery process as to how this is looking,

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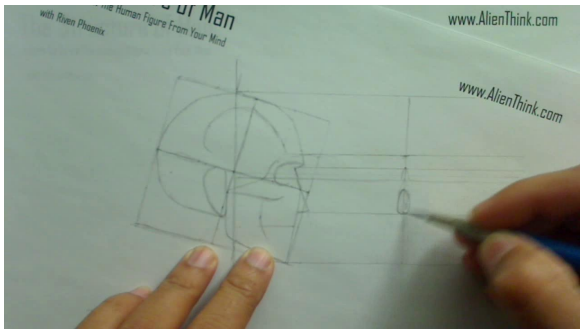
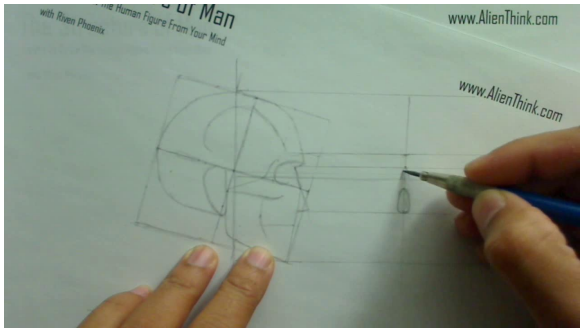
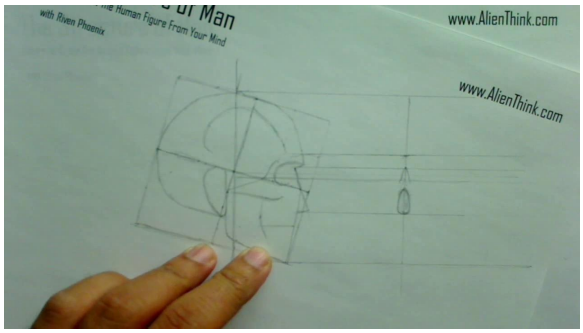
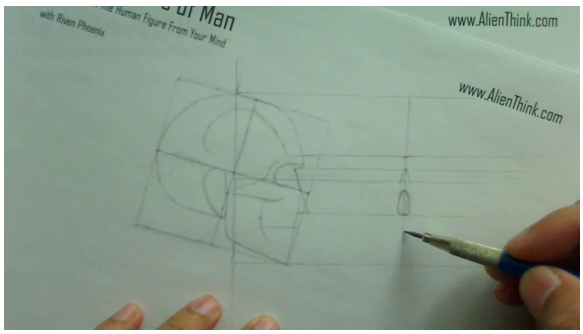
137		remember this is the concept of the microverse that I'm showing you that as you go through the
138		process, you're just going to take small amounts of information and start to put them down and experiment
139		with them, okay, so now once we have this, what we want to do is we said that all we have to do is
140		just divide this in three different sections, right, so I'm going to divide this, this, take a look

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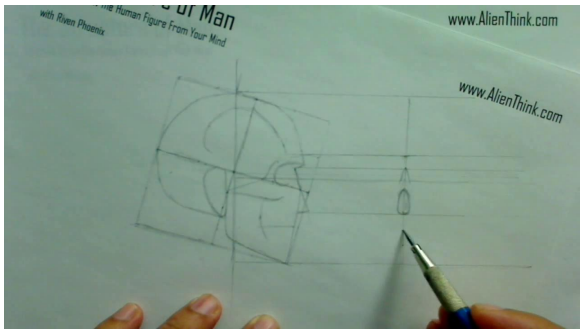
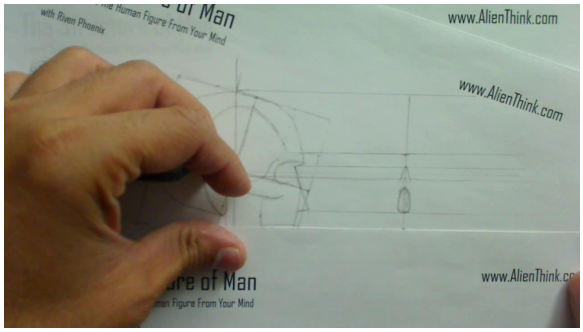
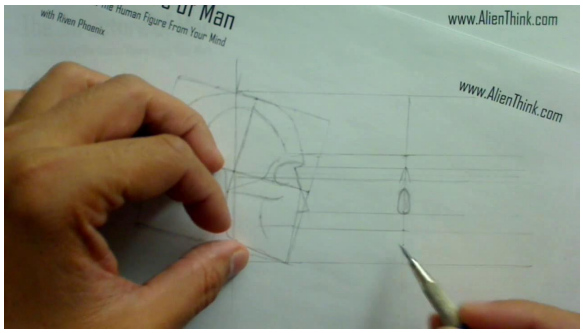
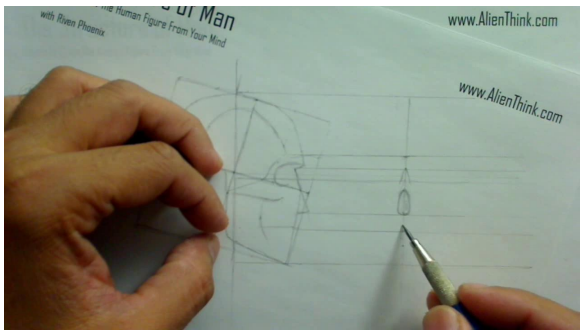
141		this, this is exactly matching up with a mouth just like I had stated to, right, so here if I take
142		this line from here to here, it's just going to be like this, the top of the mouth, right, and we
143		know that this is going to be the bottom of the teeth, right, so the bottom of the lip is going to be
144		here, the top of the lip, this will give us enough room for the area for the chin area over here,

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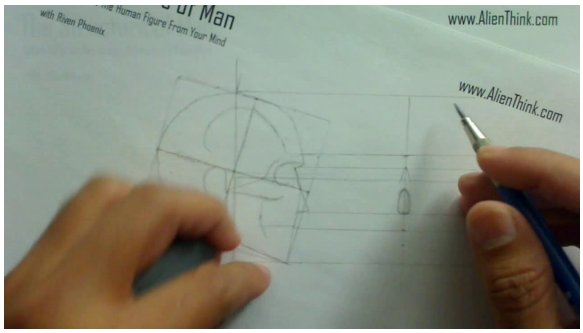
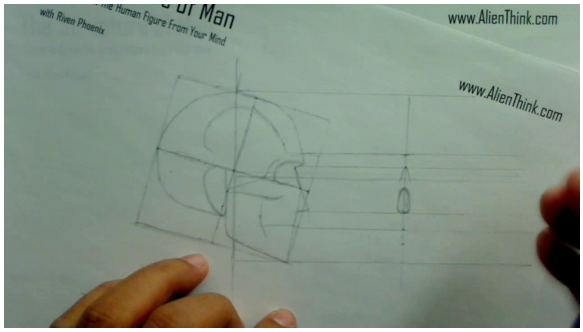
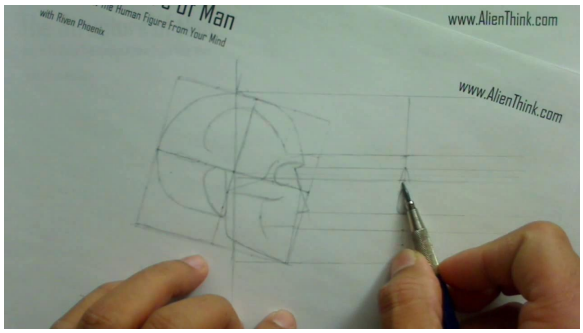
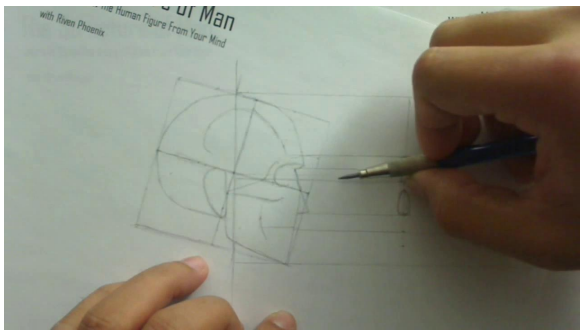
145		okay, so now that we've done this, we know that this bottom here is really just basically the height
146		for, I'm sorry, the width of this head here, so this is my center, it's not this one, it's this,
147		so here I'm just going to look at this and go over here and really just mark this down like this,
148		and mark this down like this, right, so this will, now you can come in a little bit if you want to,

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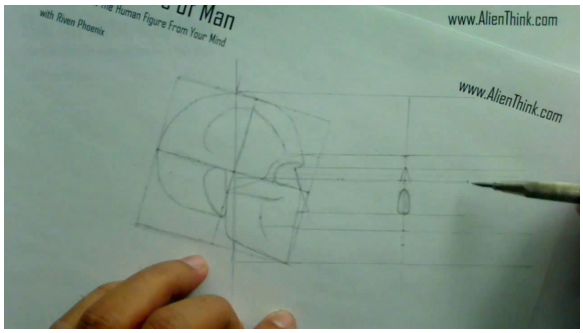
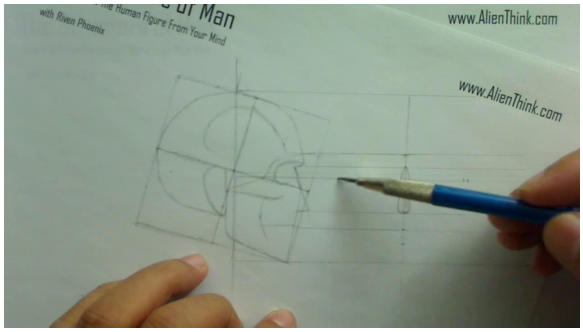
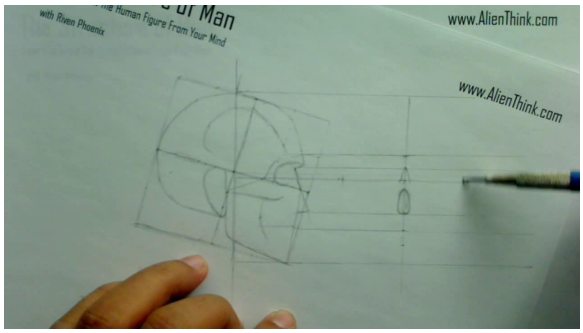
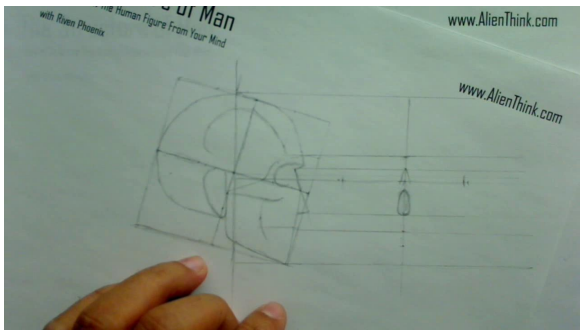
149		right, sometimes I like to come in a little bit so I can give the skull a little more elongated view,
150		it doesn't really matter, right, you're just nudging it by a little bit, no big deal, right, because
151		the formulas really don't change, it's a part of the formulas, we can do different types of
152		very realistic designs of the human skull, different variations of it, right, so you can do it

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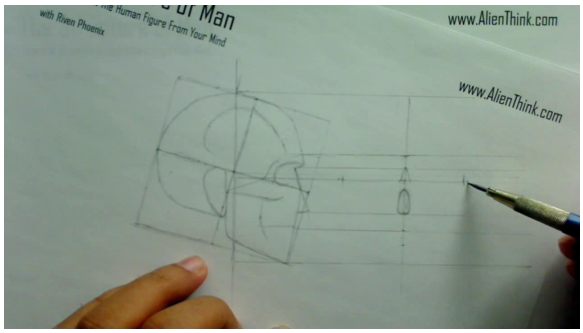
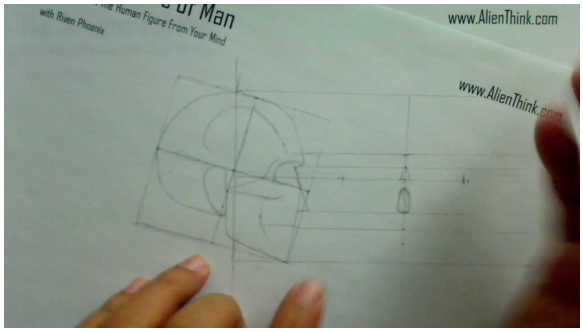
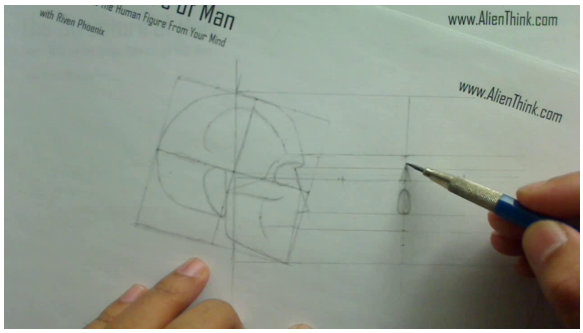
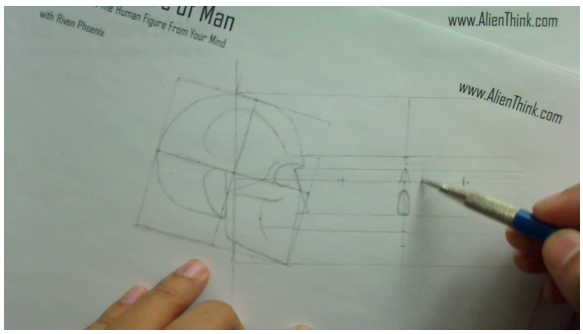
153		this way if you want to, I'm just punching it in a little bit because I like to keep my designs,
154		a little more squished in, okay, so once we figure this out, we know that all we have to do is just
155		divide this in half over here and make like a square, like as long as we have like a square over here,
156		over here and do the same thing over here, just like this, right, so it's better to just,

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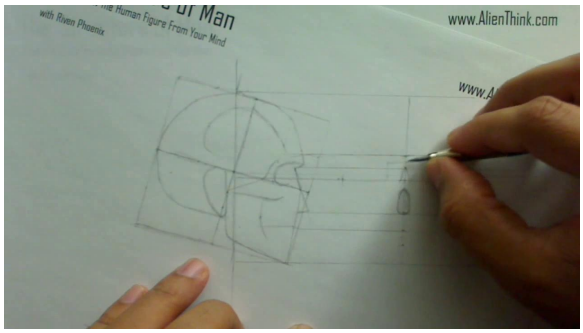
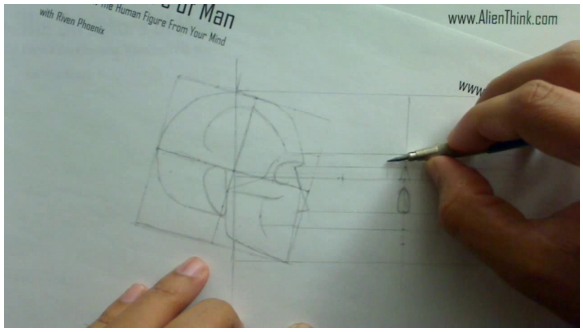
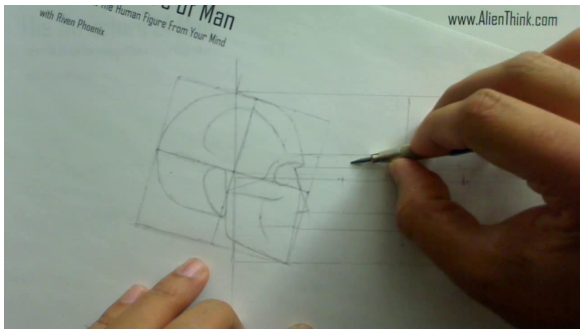
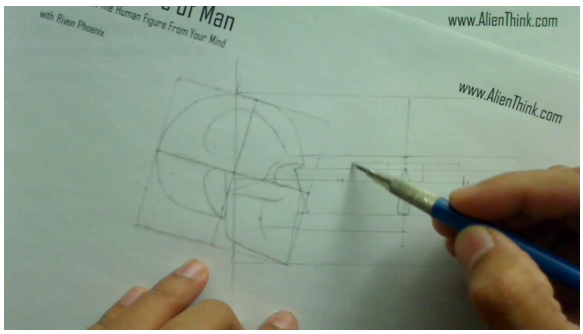
157		since this is a bigger drawing, it's better to just measure, so once I've gotten this, I'm going
158		to take this whole width over here and translate it over here, just like this, then translate it
159		over here, just like this, right, so I'm going to make that box area over here for the eye socket,
160		and over here I'm going to get that box, just like this, I'm going to basically translate it

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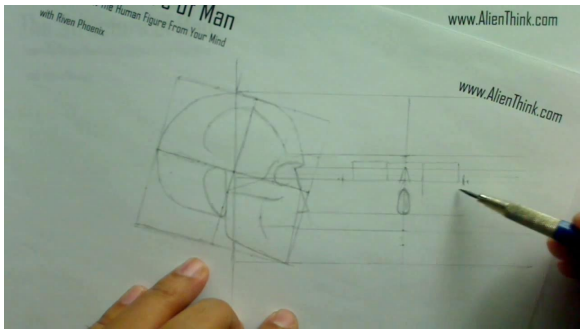
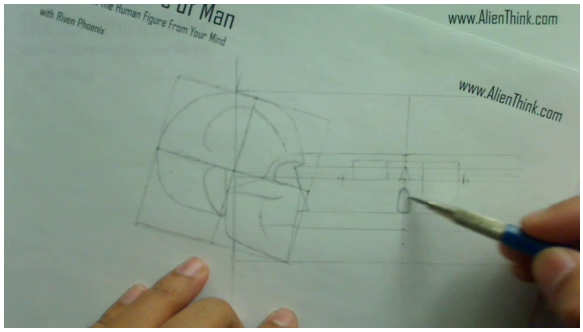
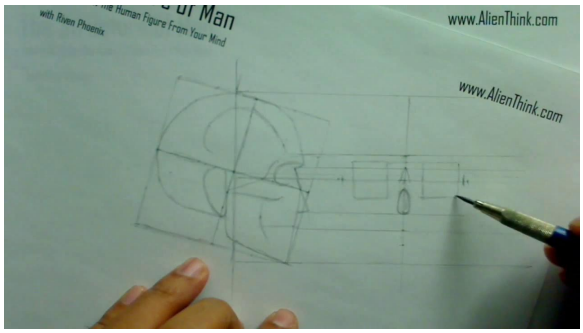
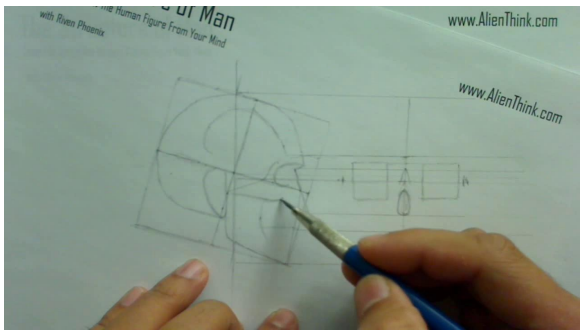
161		down here also, knowing that really from here to here it was really just halfway, right, if the
162		nose was here, just like this, very easy concept, right, so now if you compare this with the side view
163		of our original design over here, you'll notice that you look at the eye socket over here,
164		that we've got the cheek coming pretty much close to this, so let's take a look at what's going

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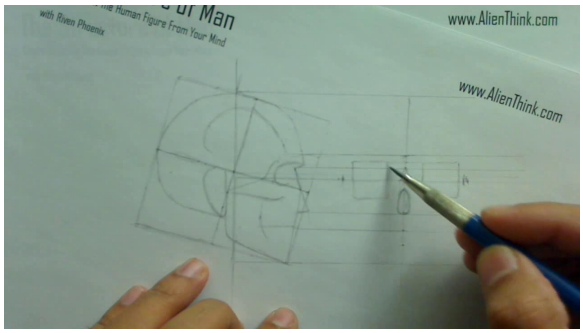
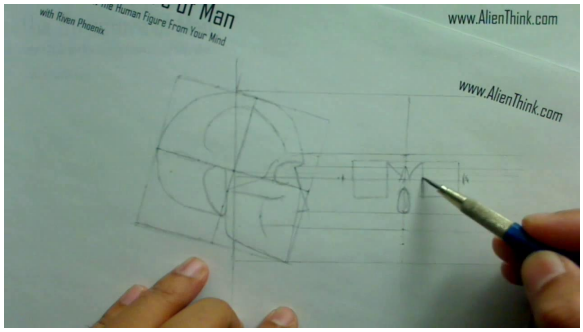
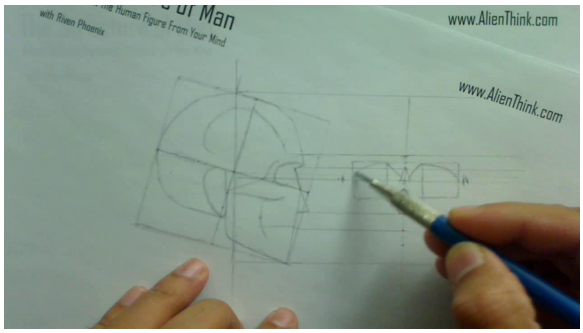
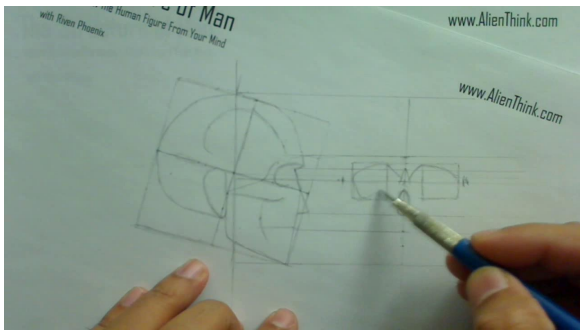
165		to happen here, so if I go like this, right, from this line to this line, over here, and already
166		said, where this division was, if I go up above, I'm going to make this, like this shape over here,
167		right, and then this guy here, where this is, you find, just divide in half over here, and then
168		come back in this way over here, like this, I'm going to pretty much get what I've been looking for,

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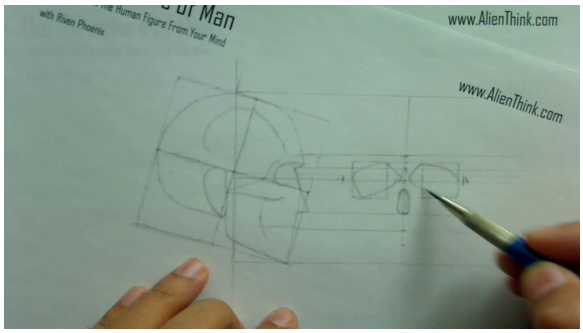
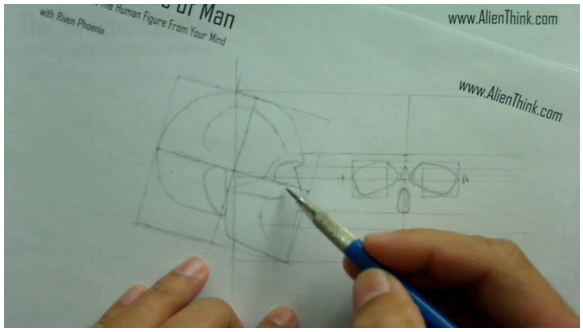
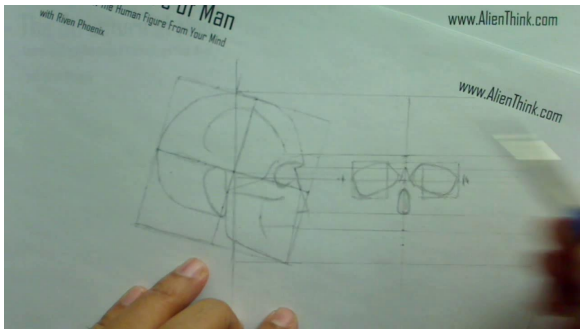
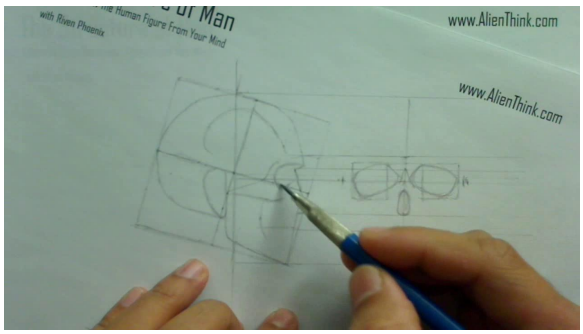
169		like this over here, right, it's going to give me that organic look, right, so if you compare this
170		from here, you can see that it's really the same thing over here, as long as we got the eye socket
171		a little down over here, right, there's really no difference into how this is being done, it's just
172		approximated idea here, right, this is like this, and we could have just pulled it down a little more,

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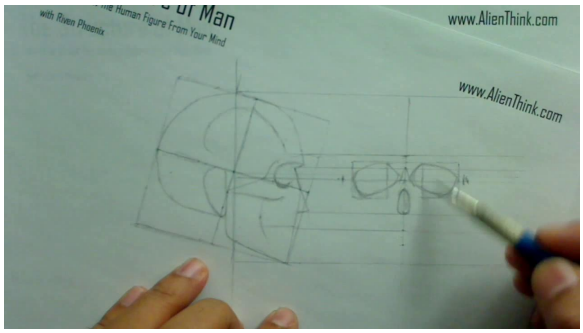
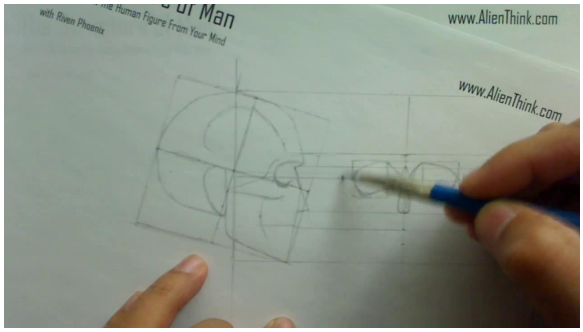
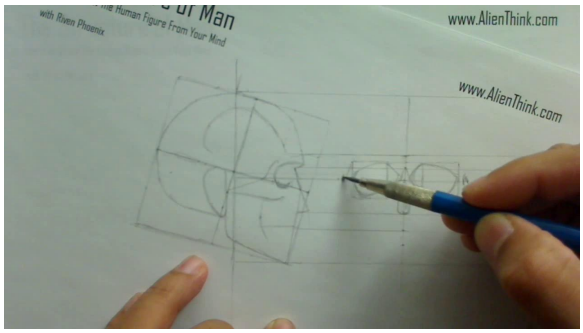
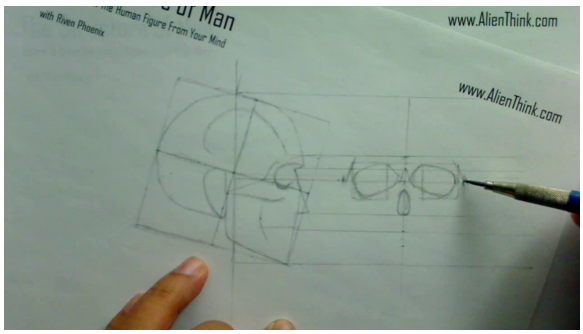
173		so in this sense, now we know that we just need to figure out the top of this, which is very easy,
174		since I'm just going to look at this, compare this over here, right, I'm going to get this line
175		over here, like this, and this line over here, like this, right, now I'm just being artistic about it,
176		from where this is, just going down, like this over here, and just looking at what we've been doing,

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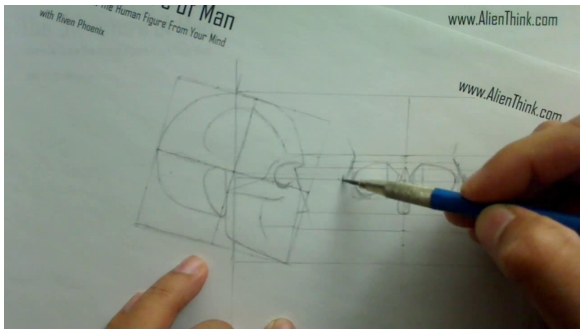
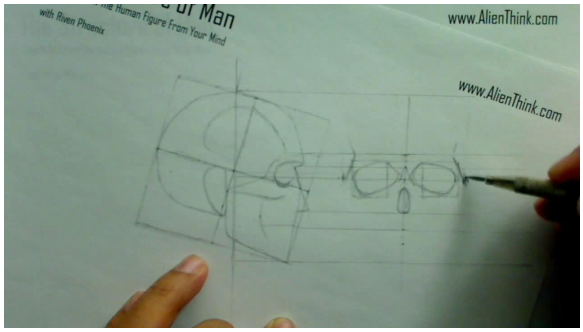
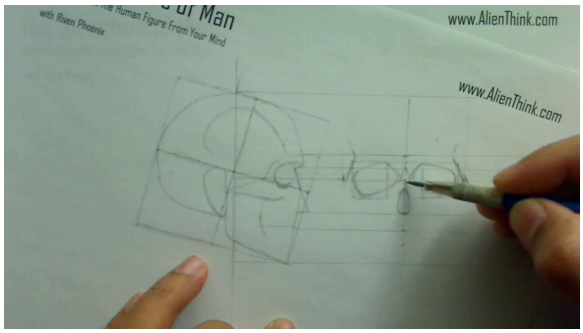
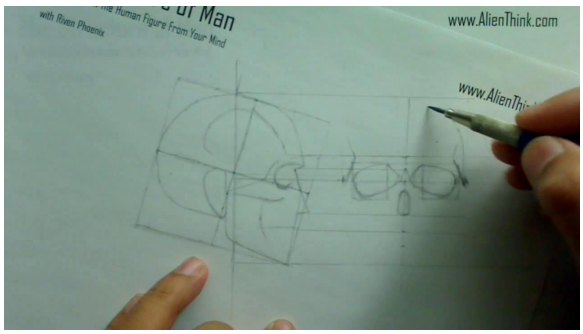
177		so if you take from here, I'm sure this is correct here, it's about here, right, so if you take this from
178		here, as long as you find this here, from this point here, the center of this,
179		about here, divide this in half, I know that it's just going to be coming like this,
180		and it's going to go like that, in this direction here, right, and it's the same thing over here,

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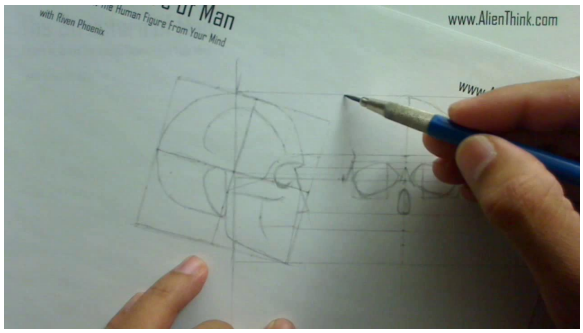
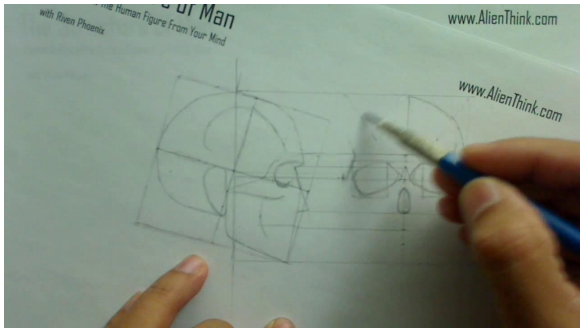
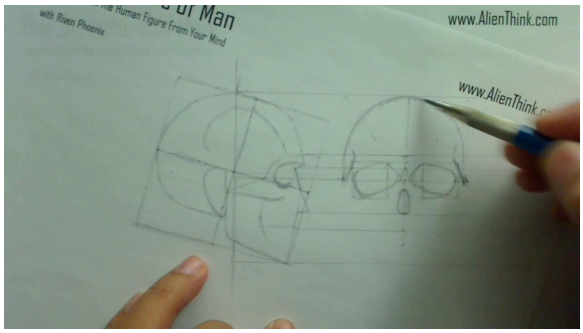
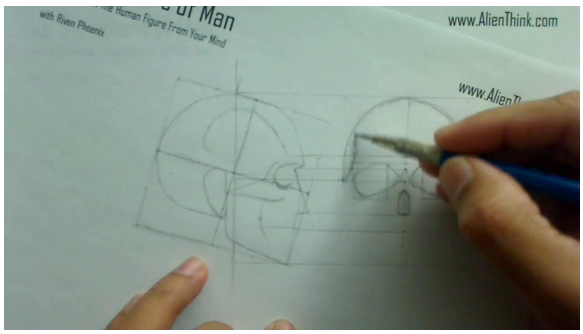
181		as long as I have it like this, divide this in half like this in here,
182		basically going to get the same concept over here also, right, so just look at it, and just get it out like this,
183		and here you'll see that this thing here is really just going to go about its own direction over
184		here in the 3D4, right, so now we come to the area for the cheekbones, you'll notice that the cheek

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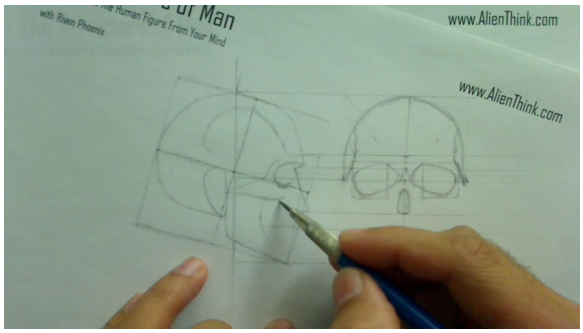
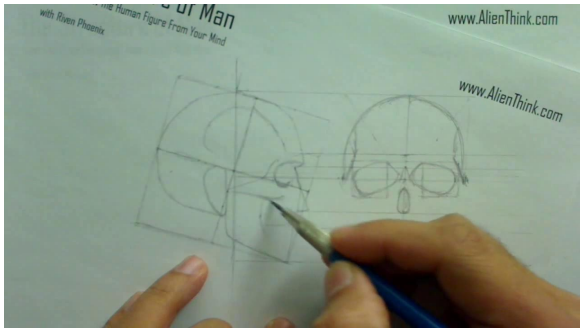
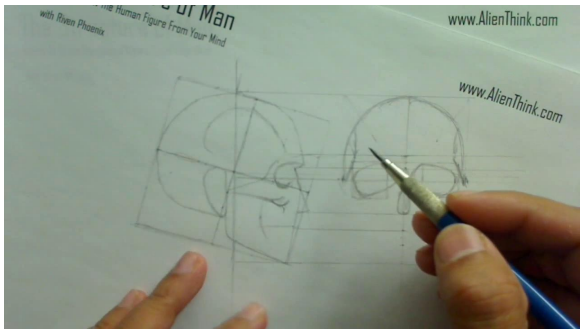
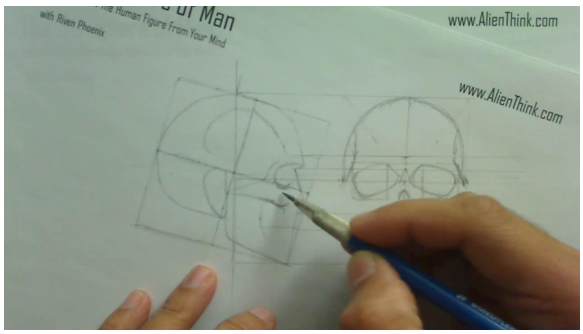
185		is over here, if you compare it, it's about here, right, so meaning that over here, we really should
186		be coming down like this, right, because in reality it's going to be like this, so we can adjust that
187		formula also, right, so we've made two adjustments in our understanding of the, the skull, that we want to
188		give this area here, right, before I told you to do this, the reason for this is because we didn't

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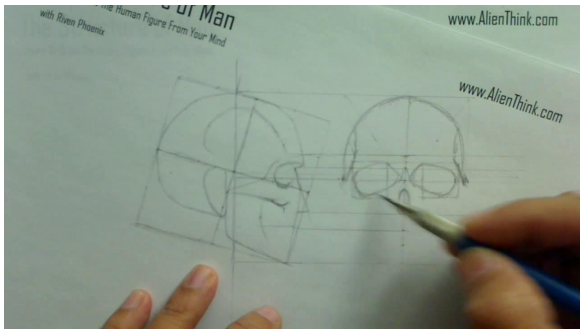
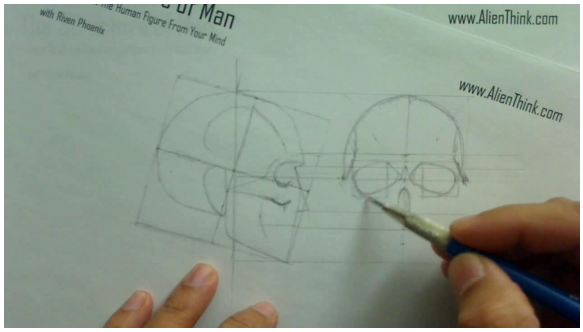
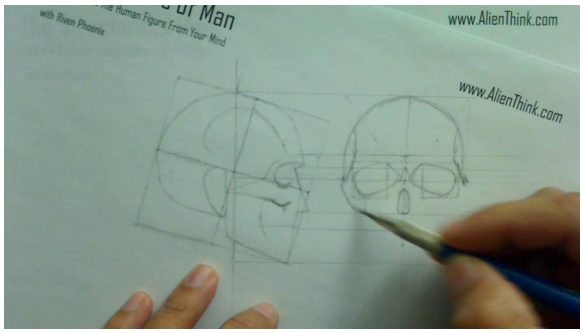
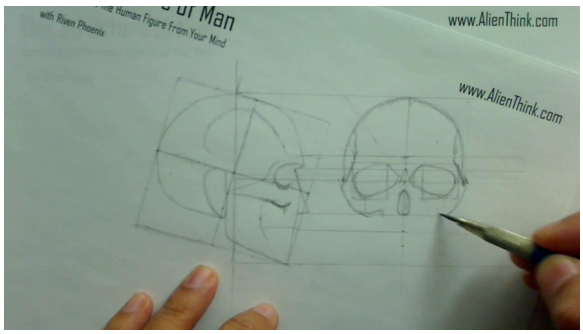
189		have this information, now we do, just like I showed you before, when you discover something, you add it,
190		so we know that over here, right, it's just going to, from here, it's just really just turning this way
191		over here, this way, and it's just going to be like this, and over here's the same thing, where this is,
192		the original ideas for the formula is just going to be like this, right, this gives us a good idea

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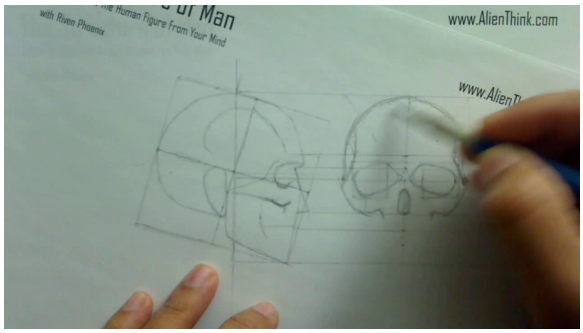
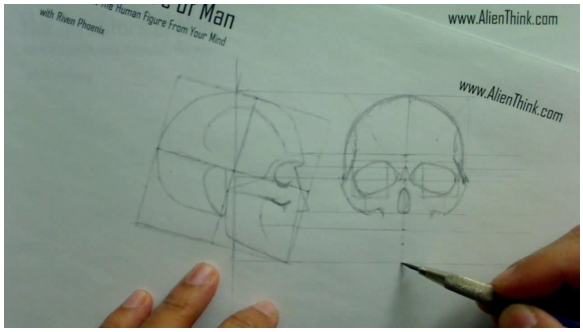
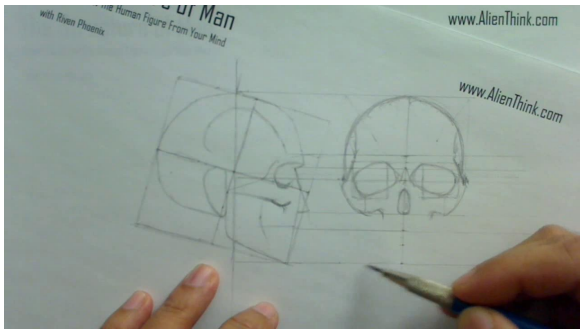
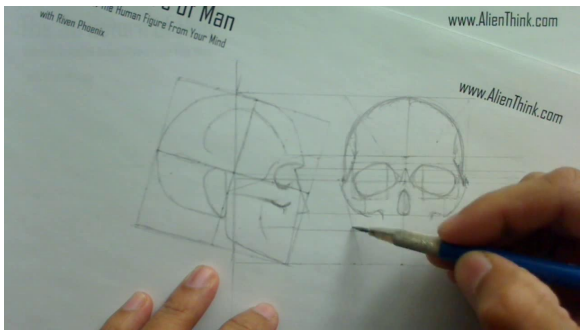
193		for the skull, and here I'm just going to be sketchy about this, okay, okay, so all we have to do now is
194		where we're at the bottom of this, we just need to take a look at this and figure out the jaw line,
195		from here to here, and then divide back, we know that this over here, a little bit in,
196		it's going to be just the jaw over here, and then over here, to divide like this and come back in,

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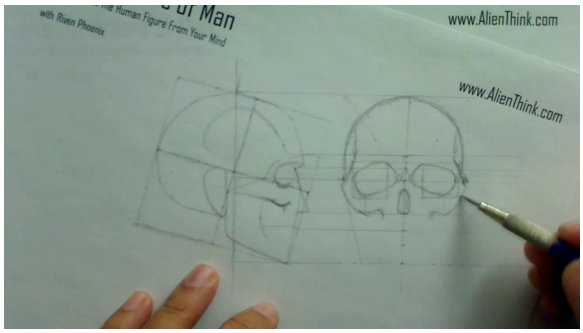
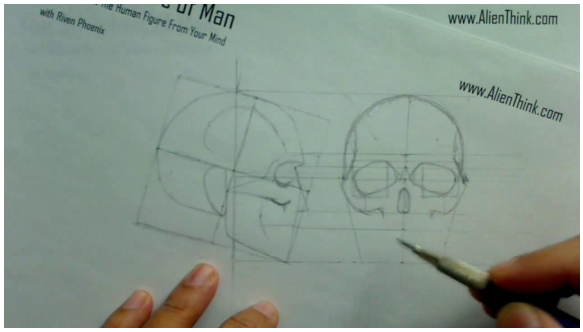
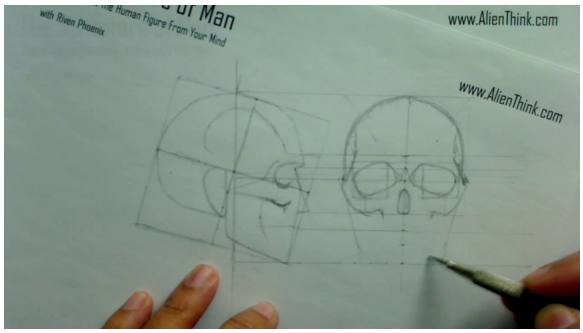
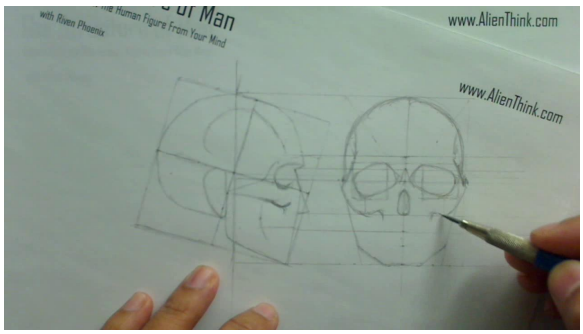
197		pretty much going to get the same thing over here, and where the bottom of this is, we can just start
198		turning in here, and we know that this from here is going to just end up here, right, from here to here,
199		and that's just it, and that gives us the design for the skull, just like this, and everything else
200		where this is, we can just take the jaw from here and take it like this, we know that this is where

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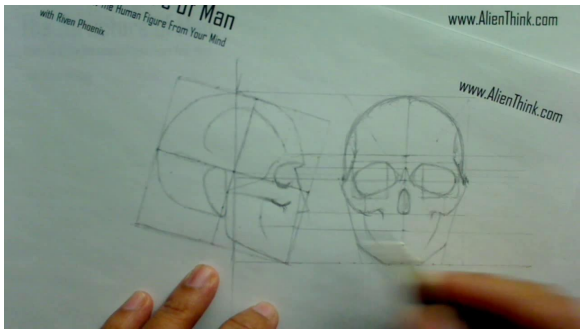
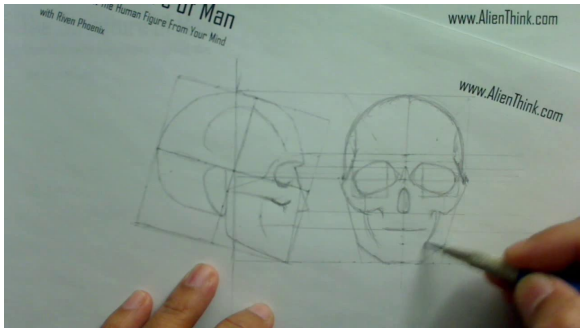
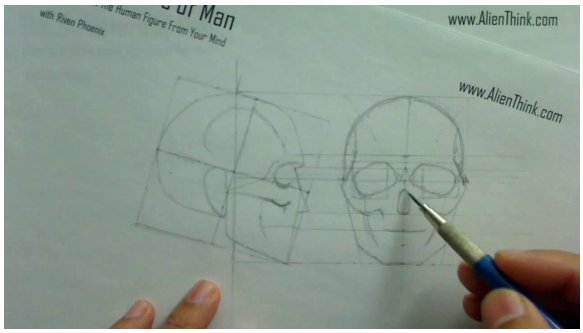
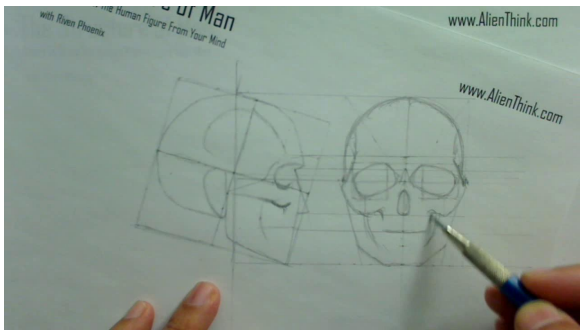
201		the, see where this is, this is where the mouth is basically going to be, right, so here you can give
202		like a three-dimensional view, okay, so now that we've done this, compared it, and we looked at,
203		we adjusted this area here, and here we stated that when we do this, we'll just see this where I did this
204		line over here, that's what I did over here, right, we can adjust this and make it a little more

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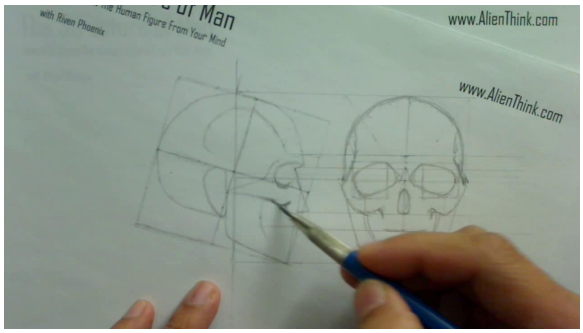
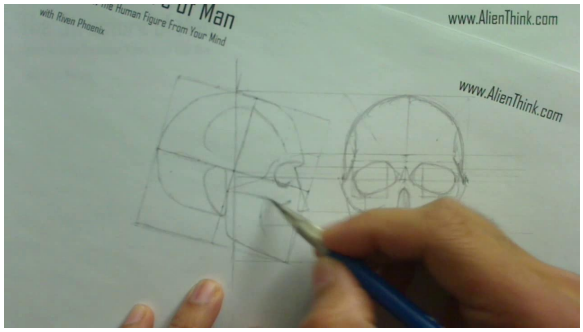
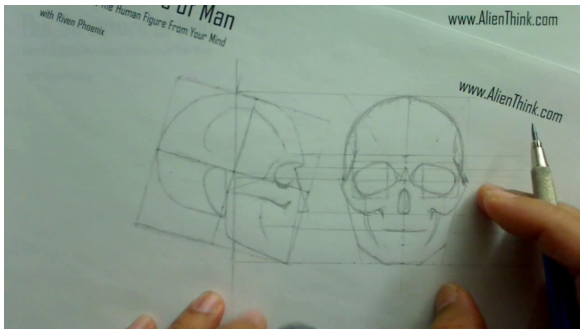
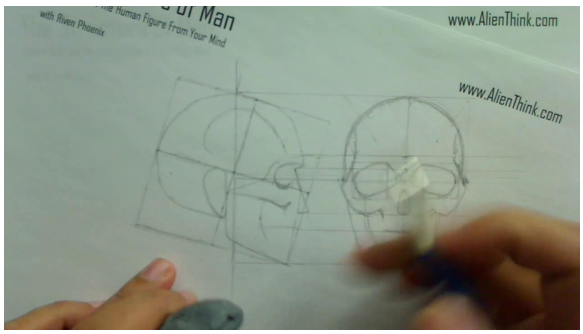
205		bigger over here, coming close to the area for the nose, right, so the important thing about this
206		area here is just going this way, just like that, that's very simple, so what we'll do in the next
207		lesson is now we will start to investigate using this, we're not, we're just going to look at this
208		again in the next lesson, and we'll be from it, we'll come up with a very simple formula

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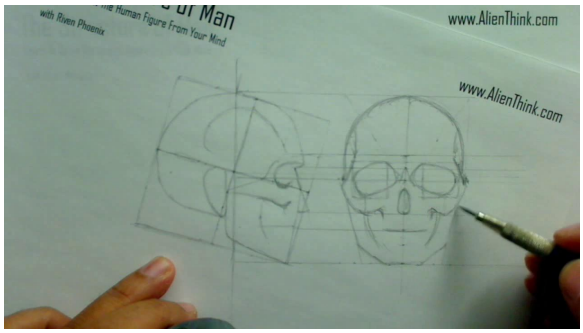
209		of drawing out the human skull, so I'll see you in the next lesson, thanks.

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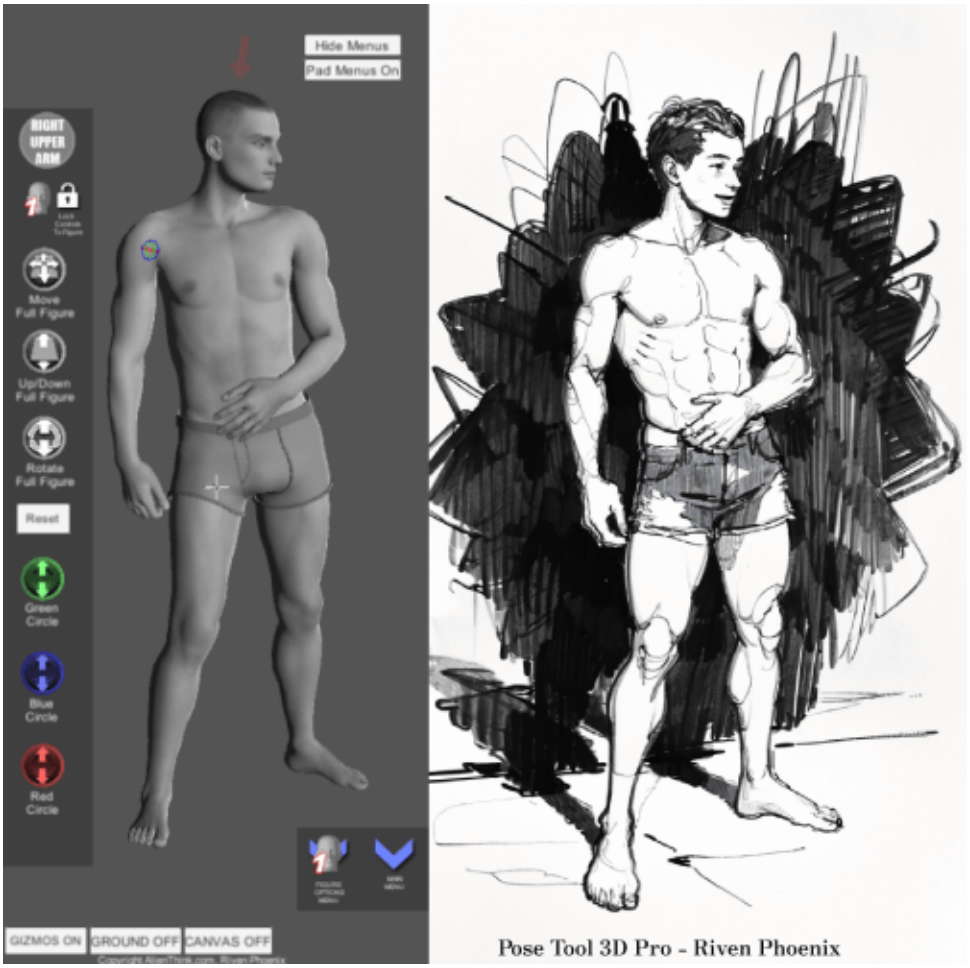

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